

Nintendo 64 • PlayStation • PS2 • Dreamcast • Handhelds • Arcade

ELECTRONIC GAMING MONTHLY™

With PS2, Dolphin And X-Box On The Way...

Should You Buy A Dreamcast Or Wait?

The Big Question For Gamers
This Holiday...Answered

Pokémon Takes Over The World

The movie, the burger deal, the new games

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THE ESSENTIAL
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SHOPPING LIST
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Want To
Know
What's
Slick For
Y2K?

50 things that will
change your world
next year

EGM 126

January 2000

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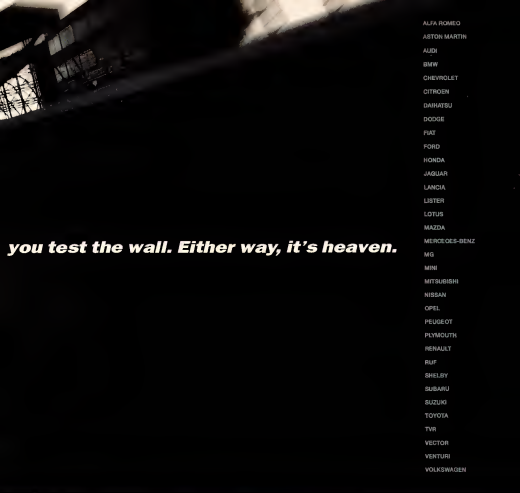


You barrel out of the fourth turn doing 240 or

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exact specifications. You can customize them to blistering levels of performance. Sound excessive? Not considering what you're up against. Twenty of the world's most unforgiving tracks. Along with an equally merciless Rally Racing Mode. Winning won't be easy. But then, accepting defeat could be far more difficult.



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Castlevania
Legacy of Darkness



By John Davison • john_davison@rl.com



Electronic Gaming Monthly

Number 13.1 January 2008 www.egm.com

EDITORIAL

Y2K A Potentially Expensive Year

If you didn't rush out and buy a Dreamcast on Sept. 9, or if you haven't yet succumbed to the glory of Soul Calibur, you'll no doubt have one question on your mind right now. Should you do the Dreamcast thing this holiday season? Seeing as you've waited this long... Is it worth holding out awhile longer and slapping

"This holiday season will potentially be the biggest ever for video games (heard that before?)."

down the greenbacks for maybe a PS2 or Dolphin instead? And what about that new Microsoft thing? That looks pretty funky too. Hopefully our cover feature this month will help you (or the person in charge of the purse strings) make this potentially bothersome decision. The year ahead could be very expensive. If you really love your games, so we've tried to help you analyze which machine may be best for you.

Elsewhere in this month we look both to the future, and to the past. Video-game historian Leonard Herman brings us a revealing insight into the birth of gaming in his interview with inventor Ralph Baer, while elsewhere we bring you the second-annual Slick 50 list. It's not just the new systems that are going to be turning heads next

year...this is where we highlight the concepts and games while applauding the visionaries that affect our multi-billion dollar 'niche' of the entertainment industry.

This holiday season will potentially be the biggest ever for video games (heard that before?). But, as ever, we're on the brink of yet

another giant leap forward in terms of technology, and in the general public's attitude toward gaming. Pokémon is now so big it's inspiring a bona-fide 'backlash' (and a damn funny South Park episode), video games have been branded 'evil' by the religious right, and as we move forward we're going to see more game-inspired movies, TV shows and toys.

We hope you enjoy the holiday season, and hope that things don't get too expensive. To help you along, check out our 'shopping lists' in the Press Start section this month. This could help you (and people you'd like to drop hints to) avoid making any bad/stupid/ridiculous buying decisions.

John Davison

Contributing Writers



Leonard Herman

Who better than a video-game historian to write our feature on Ralph Baer? Leonard, who's been hooked on this stuff since playing Pong in 1972, is the author of several books, including Phoenix: The Rise & Fall of Videogames, the most detailed account of gaming history we've ever read. Check www.rolentpress.com for more info.

Michael Price

Apparently, between games, Michael likes to toss people through glass windows. A black belt in several martial arts—not to mention the AIC light-heavyweight kickboxing champion and star of an upcoming chop-socky flick—Mike lands his contributor gig after impressing us with his vast gaming knowledge and the tenacity to jam our noses into our brains.



Andrew "Wildman" Pfister

Fast becoming our most established regular contributor, young Andrew (a name pronounced "fish" for those of you who have asked) is a glorious example of how to sneak your way into a writer's job. He befriends us in the newsgroups, somehow lands himself an internship...and before you know it he has his ugly mug stamped on this page every month.

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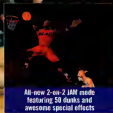
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INTERACTIVE



Could the next tomb Lara Croft enters be her own? Find out in *Tomb Raider: The Last Revelation*, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.

TOMB RAIDER THE LAST REVELATION

tombraider.com





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Should you buy a Dreamcast or wait? It's the question on everyone's lips this Christmas. Should you splurge now or wait for more powerful gear from Sony, Nintendo and Microsoft? Our seven-question test helps you make the big decision. **pg 150**



The Baer Essentials Think Nolan Bushnell invented video games? Think again. Meet Ralph Baer, the man who invented the machine that sparked a \$y billion industry. **pg 168**



Zombie Revenge DC preview **pg 70**



Tony Hawk's Pro Skater preview **pg 98**

THE EGM Slick 50

The EGM Slick 50 If it's January, then it's time for the second installment of our annual Slick 50 list. Wanna know the people, concepts, games and hardware that'll change the world of gaming in '00? We've got 20 pages of revolutionary stuff. **pg 8A**

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The EGM crew talks about defining gaming moments of the retro days all the way to present day.

SYSTEM KEY

	Dreamcast
	Nintendo 64
	PlayStation
	Game Boy Color
	Arcade



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Virtua
Fighter
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THIS YEAR IT HAS TO BE
TONY HAWK'S
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YEP,
IT'S THAT

GOOD.*

OFFICIAL U.S. PLAYSTATION
MAGAZINE, 1999

TONY HAWK'S
PRO SKATER

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THE BEST SKATEBOARDING GAME EVER."

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Textbook Hockey AI

NEW Player Graphics

AMERICA'S MOST WANTED

WANTED



TONIC TROUBLE

- Troublemaker (alias: Super Ed)
- Last seen saving world with his bow tie and a stick
- Bumbles, lumbles, makes a mess of everything
- Outsmarts tomatoes, toasters, carrots, the Evil Gröh
- Can solve loads of mind-bending puzzles and traps

"It's a mess of fun"

- Nintendo Power



NINTENDO 64



STICKER PUNCH

WANT



ROCKET: ROBOT ON WHEELS

- Extremely advanced robot
- Last seen saving a massive amusement park
- Builds & rides a super fast rollercoaster
- Fully Equipped with blast visor, tractor beam, rocket hoisters and 7 cool cars
- Rocks, rolls, freezes, smashes, & throws just about everything!

"...one of the most innovative platform games to come out in a long, long time..." - Nintendo Power

WANTED



RAYMAN 2: THE GREAT ESCAPE

- Lost seen saving an amazing 3D world
- Active in rainforests, swamps, lava flows, undersea caves, and more
- Swims, skis, swings, rides rockets, throws fireballs, flies with hair, trees friends
- Seeking 1001 lums and the four faces of Polochus
- Fast, magical, strong dislike of pirates



REJECT



Ubi Soft
ENTERTAINMENT

UBISOFT.COM



Letters to the Editors

LETTER OF THE MONTH

Middle Aged And A Proud Gamer

I am a 40-year-old, college-educated, self-employed male, living in the Midwest. One day, two years ago, I was walking through our local department store with a good sum of cash on hand, just looking for something to buy. I had never owned a video game system, nor given them much thought. But something caught my eye that day in the electronics department. It was a video game based on a subject matter in which I have a great interest. So, after

"I will age with you... I refuse to grow old with you. And I shall play my video games for as long as their appeal remains."

convincing myself to check it out, I bought the game, along with its parent hardware, and headed on home. I see no need to provide names here. This letter isn't about this or that system. It's about gaming in general. My words have equal applicability for each major platform. A few weeks after that first game, I got another one. This time the main appeal was simply that it looked bizarre. Now my collection had two. Neither of them was anything spectacular. Yet they were satisfying, nonetheless. Then it happened. One day, without warning, I was overtaken by a phenomenon which I now know all true gamers experience on occasion. Along came a certain game. A special game. A game I found to be so remarkably designed, beautifully presented, and ridiculously fun, that playing it became the sole reason for my very existence in the universe! (Well, almost.) Days, weeks and months went by before I reached the end. And once there, I was immediately ready to start all over again. I had found a new hobby, unlike any other. Since then I've collected

several dozen games. Some are crap. Some are good. A few are truly fantastic. My pursuit of those games in that latter category is now a fervent desire. For they are the ones which make gaming such a thoroughly enjoyable pastime. Now and then I'll catch a negative reaction from one person or another in my fellow age group. But I always tell them to chill out. Bowling, horse riding, stamp collecting and television watching are each the primary passion for millions of people. Whatever. A hobby is a hobby. Different strokes. I happen to find video games a fascinating form of diversionary entertainment. Let no one

believe that this is strictly for kids. It's for anyone who wants it—period. Forty-year-old game players may be as rare as lottery millionaires. But I suspect that is because far too many of us allow the passage of time to age our minds as it does our bodies. That is most unfortunate. The process of maturing should not include losing the ability to have fun. And that which is fun differs for everyone.

Physically, yes, I suppose I am middle-aged. Mentally, I hope to never be so old that I can no longer find pleasure in such things. For those of my peers who have not yet done so, I wish you well in developing a similar attitude.

I will age with you, my friends. Yet I refuse to grow old with you. And I shall play my video games for as long as their appeal remains.

I really hope that I can do so for at least a few more decades. I'm dying to know what things will be like with a 10,000-Bit CPU!

Daniel Ray
Shadowships@webtv.net

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Eclipse Shok (SAT) or a SharkPad Pro 64 (N64).

See page 209 for official rules



LETTER FACTS

- Most asked question to EGM letters?: "Should I buy a Dreamcast or wait?"
- Recent review people disagreed with most: Jet Force Gemini
- Result of our question, "Should we cover PC games?": No, we shouldn't.

How To Make An Elephant Sak

You guys have to tell us how to create our own Elephant Sak in WWF Attitude. I know I'm just as eager as every other wrestling gamer to go tearing through a career with my very own Elephant Sak!

Squar@angelfire.com

E-Sak is a big fat guy...so you need to crank up the proportions on your character. He's caucasian, has a goatee and sometimes can be seen wearing (usually Arabian) goggles. As for his outfit, we usually find a tight-fitting black outfit with long pants does the trick...but he's been known to step into the ring in some pretty funky stuff.




Unofficial Or Official?

I remember you guys saying that official strategy guides are better than the unofficial ones, but I don't think that's true. I bought the official guide of Final Fantasy VIII from Bradygames but it didn't cover the most important part of the game, the last boss. Because of this, I spent hours and hours searching for the right combination of magic junctions. Why is it that this guide does not have the most important part of the game?

Cloudmy@aol.com

There's also a difference between guides made by different publishers. On the whole, Brady Games' guides are sometimes missing sections of the game or are missing item locations because the guide is written based on a prerelease (or unfinished) version of the game. Once you find a company

A muscular Black man is the central figure, smiling and looking towards the camera. He is wearing a dark blue Denver Broncos jersey with orange and white accents. The number '30' is prominently displayed on his chest and shoulders. A white Nike swoosh is visible on the left side of his chest. The word 'BRONCOS' is partially visible on the front of the jersey. In his left hand, he holds a clear glass filled with white milk. The background is a solid, muted green color.

Want muscle?

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got milk?[™]



LETTERS

EGM@zd.com

Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.

that makes strategy guide books that are good, you should stick with them, usually—unofficial or official. Look at the books before you buy—does it seem to use a really big font or typeface? Does it have maps? Item lists? Everything you think you'll need?

Dissin' Da Donkey

Why do you guys have such a downer on Nintendo? Recently your tene has been particularly negative concerning them, and this was more than confirmed by some of the comments about Donkey Kong 64 in the December issue.

Rare's games are always a pleasure to play, and I for one am really looking forward to it. Also—I was able to order a copy for \$59.95, why all the comments about it costing \$70?

Tim Delaney
New York

We're not 'down' on Nintendo...our aim with the last issue of the mag was simply to question whether Donkey Kong 64 was worth the considerable investment that Nintendo was asking consumers to make. The MSRP of DK64 is \$69.95...which is a considerable amount for a game. That's only \$30 less than the system itself costs. Plus, many avid N64 gamers already have an Expansion

Pak (bought for Turok 2 or Rogue Squadron no doubt) and we feel that it's somewhat unfair to force people to buy something that they don't need. Don't you agree?

GB Incapable of Doing RE?

Hi, I was just wondering about what you said a few issues back. Something about Resident Evil coming out on Game Boy Color. You also said it had speech. There are two very wrong things about that. 1) Game Boy Color is 8-Bit and incapable of 3D graphics. 2) It is also incapable of speech. It only has these dumb-sounding beeps. I'm not complaining. Just wondering, that's all.

Dustin.gunn2@gte.net

1) The Game Boy is perfectly capable of moving a sprite around a background that's drawn in perspective like those you'd find in Resident Evil. 2) The Game Boy is more than capable of talking...check out Pokémon Yellow if you don't believe us.

3DFX Ads Not Popular

In Issue 124, there was a 3DFX ad blatantly bashing console gamers. Of

"This is like a 'We Have Coconaches in our Kitchen' sign of Taco Bell."

SHORTS

The very besties of the JDM scene leave.

OK I'M NOT A POKÉMANIAC I ADMIT IT! I DON'T WANT TO LOOK AT TWO CHARMBANDS GETTING IT ON DODGIE STYLE!!!
dmsk007@aol.com

OK DON'T SHOUT! (This is the Pohl-whoke guy from last month's letters, Jake)

When is Segaan going to be released in the US? That game looks awesome and I could really use some Soliman.

Abdu4@earthlink.net
Ha ha ha ha. No, stop. You're killing us. It's out next spring.

My friend and I were arguing which is the better magazine—Nintendo Power or EGM. I say it's EGM because Nintendo Power sucks and then he said Nintendo actually pays EGM for good reviews. Is that true because I thought Nintendo pays Nintendo Power.
Dccozg99@

Give your friend a good slap for saying one pays EGM for good reviews. We say it like it is, and if anyone doesn't like it, tough luck. As for Nintendo Power, that's a very different kind of magazine. It's actually owned by Nintendo and is published from within Nintendo of America's offices in Seattle.

Question of the Moment

What do you think of PlayStation2?

For a such a "cutting-edge system," why does it still have only two controller slots?

Will_366_foley@yahoo.com

I think the PS2 is going to be a really cool system, but the Dolphin is gonna completely blow it out of the water. (Fun not intended...but it came out that way.)

Scott McCutchen
Marietta, GA

Two words: Kick Ass

doomsayers3@hotmail.com

It's still going to read regular PlayStation games at a 2X speed. Really disappointed that the boys at Sony won't make the speed faster for reading regular PlayStation games. We all want faster loading times, especially with current games like FFVIII and FF Anthologies.

Andy@falcon.cc.akans.edu

Sony was merely a necessary tool to do something that Nintendo and Sega have been trying to do all this time: bring gaming into the mainstream. What better brand name to get this done? Now that Sony has fulfilled its role in this grand scheme, it's time for the big boys to come back.

Oldqq@aol.com

Man, I be giddy like a school girl all over again...

Shaka495@hotmail.com

DESERT ISLAND GAMES

Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at EGM@zd.com. Mark the subject line 'Desert Island Games.'

Chrono Trigger
Super Mario All-Stars
Final Fantasy Anthology
Zelda: Ocarina of Time
Bust-A-Groove
Hawkeyethemighty@aol.com

Final Fantasy III
Final Fantasy Anthology
Wrestlemania 2000
Metal Gear Solid
Castlevania: SOTN
a.d.skinner@worldnet.att.net

GoldenEye 007
Zelda: Ocarina of Time
Mario Kart 64
NHL 94
Bushido Blade
James Smith
smithy4@cs.com

Final Fantasy III
Final Fantasy VII
Final Fantasy VIII
Pokémon
StarCraft: Brood War (PC)
Mmler@teknlology.com

Tenchu: Stealth Assassins
Tomb Raider 2
Tomb Raider 3
Syphon Filter
GoldenEye 007
Bykit28@aol.com

Final Fantasy VIII
Zelda: Ocarina of Time
Mech Warrior 3
Half Life
Soyuz 2
jvhewell@netscape.net

Next Month's Question of the Moment:

What Dreamcast game are you most excited about?

Send your short but sweet responses to: EGM@zd.com with the subject heading: Excited

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Oak Brook, IL 60522-3338
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

course, in Issue 125 there is another ad just like it. This is like a "We have cockroaches in our kitchen" sign at Taco Bell. Something bashing console gamers in a magazine for console gamers. I remember in your 10th-anniversary issue that you brought up a story about EGM in the early days. You guys gave Total Recall bad reviews, and Acclaim got pissed. They pulled their ads, you guys said fine, integrity is more valuable than money. Ten years later, we have a somewhat similar situation. We have some ads that go against what the magazine stands for, and you print them. For the money. Then you apologize for it, and print another one. What is the deal? Has the almighty dollar become more important than journalistic integrity?

Klic@aol.com

I don't recall ever apologizing for the 3DFX ads. This doesn't have anything to do with editorial integrity...it simply has to do with advertising. 3DFX chose to try to get your attention by insulting you. It appears to have worked. You may not feel the urge to go out and buy their stuff...but you're talking about them. Don't let that stuff bother you. In a way, the fact that they're resorting to these tactics is proof that they feel they're not reaching the people they want to with their product. Console gamers, and the demographic they represent are a vitally important slice of the consumer pie. 3DFX desperately want your attention because they need affluent guys in their late teens and 20s to buy their products.

A Wizard Writes

Let me introduce myself. My name is Michael A. Bencic and I am an art designer at Wizard (the Comics Magazine), Toyfare and other publications here at Wizard Entertainment. I'm considered THE resident video game nut, and as such, read your mag and Web sites exclusively. In fact, I've been reading EGM since Issue one!

I'm not here to gush about your high-quality product, though. I was actually hoping to extend a hand of

SHORTS

PSX sim, PS2 3rd. What about Dolphin? e-mail@sympatico.ca
What about it?
We've run every piece of life we have on the system...and Nintendo decides to make any more announcements, there's little more to say.

I say the SNES had 16-bit graphics. But my friend claims it had 32-bit, the only reason that it doesn't have its good as graphics as the PlayStation or Saturn is that it didn't have a 3D accelerator card. Is that true?
do you@broadnet.com
The SNES was a 16-bit system and used a custom graphics chip.

friendship on behalf of our publication. Every month I read your book, similarities between EGM and Wizard become more apparent. Not just our strange sense of humor, but writing styles—even some design elements. (I can't fully describe the drooling that took place here when we saw your Spider-Man spread. It was mind blowing and a great boost for Spidey, and comics in general.)

Michael Bencic
Wizard Magazine

'How To' Will Return... Promise

Where's that "How To" section you keep promising to bring back? It really helped me in different ways. I was really looking forward to that "How To" get into the video games industry.

Think of how this section could fulfill ambitions, and how it could improve the industry...PLEASE BRING IT BACK!!!
Mach666@speed-racer.com

I know we've been promising this for a while, but the 'How To...' section will return, and the 'How To Get a Job in the Video Games Industry' is high on our list of priorities. We want to make sure that we give you all the info we can...hence the delay. Watch for it in the next couple of months though. It'll be worth it.

OOOPS!

• We accidentally forgot to include a photo credit last month. We should have mentioned that the hat modeled by our lovely nurse was supplied by Religious Sex. No, really. We're not making it up.

LETTER ART

WINNER

Joe Copeland
Indianapolis, IN

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.

The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338

(All entries become the property of ZD Inc. and will not be returned)



Samuel M. Lewis, Memphis, TN



Mark Anderson, Hazen, KY



Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail as artwork as well. More of our messages are e-mails these days—so don't miss out!

Chao Sen Chen
Brooklyn, NY

TOO SHORT

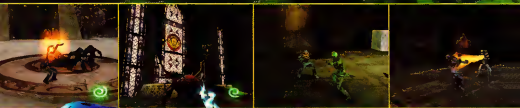


by Marc Acko

ECKO.COMPLEX

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- IGN.com

"Soul Reaver is a deep game
possessed with a myriad of
impressive little touches...9/10"
- VideoGames.com

"3D exploration and adventure
at its finest...Game of the Month."
- Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."
- Gaming-Age.com

"98%"
- PS Extreme Magazine

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in an epic struggle for dominance

✦ Dark gothic story

✦ No load times



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-Official U.S. PlayStation Magazine

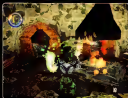
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www.mightandmagic.com



Press Start

The Hottest Gaming News on the Planet

“Dropping the A-Bomb On Him Will Only Make Him Stronger”



No other video game has garnered the same kind of attention as Pokémon. And love it or hate it, it's grabbed the attention of the mainstream media more than even Super Mario Bros. Here's the latest on the craze that pays:

Faster Than A Speeding Link: In the two weeks since its release in the States, Pokémon Yellow had sold more than a million copies, becoming Nintendo's fastest-selling game ever. It beats even last year's Nintendo 64 powerhouse *The Legend of Zelda: Ocarina of Time* for that honor. The limited-edition Pokémon Game Boy Color sold more than 80,000 units and had only been available for a week when the numbers were reported.

Movie Madness: The release date of the

movie was pushed up to Nov. 30, taking advantage of the Veteran's Day holiday that kids had off of school (sneaky, eh?). Some theaters were reporting showings of the movie were sold out through the entire opening weekend prior to release. The second Pokémon movie is very likely to hit theaters in the U.S. sooner rather than later, maybe even by next summer, depending on just how runaway a success the first one is.

Phone Phrenzy: When Los Angeles-area TV station KTLA ran a chance to win tickets to the premiere of the Pokémon movie, it caused a severe phone-line traffic jam. Warner Bros.' telephone lines were flooded with 70,000 calls per minute, causing the studio to shut down its voice-mail system and also wreak havoc on



The movie's official site was inundated with hits the day the movie opened.

7 million

POKÉ-FRENZY

The number of Pokémon-related game cartridges Nintendo has sold in the U.S. for Nintendo 64 and Game Boy.

the phone systems of neighboring Burbank, Calif. businesses (NBC and Disney being two also affected). "This is absolutely without precedent," Brad A. Ball, Warner Bros.

Pictures' president of domestic marketing said of the frenzied pace of the calls. "That one announcement on the local morning news could provoke such an enormous response is an incredibly exciting indicator of Pokémon's appeal." But will it be bigger than Toy Story?

Pokévalues: Burger King is currently (and probably even still as you read this) running a promotion with Pokémon-themed toys in its Kids Meals. The fever was much like McDonald's own Beanie Babies promotions, leading to the question, why wasn't McDonald's able to win this all-too-lucrative promotion? Jack Greenberg, McDonald's chairman and CEO told Reuters, "It was a promotion that we could have had, or at least could have tried for, and chose not to because we don't think it stands for family values and what our brand stands for." Yeah, because you know—Pikachu's had children out of wedlock and Pokémon training in the game encourages kids to leave home when they're so young old.

Pocket Pikachu in Color: Nintendo's highly successful LCD pedometer game Pocket Pikachu (called Pokémon in the U.S.) is getting a sequel. Pocket Pikachu Color is set for release the same day as Pokémon Gold and Silver in Japan for 3,000 yen (about \$26). Aside from being in full color and sporting a see-through plastic casing, the new game can communicate with the Game Boy Color



Say hello to a new breed of Pikachu—the color version of Pocket Pikachu.

through the infrared link port. As you walk and the number of steps and Watts you have builds, you can transfer them to earn new items in Gold and Silver. You can also communicate between two Pocket Pikachu Colors. How's that for cross-platform gaming? It's very likely we'll see this released in the U.S. when Pokémon Gold and Silver come out.

Blue Redux: In Japan, Nintendo recently released the limited-edition blue version of Pokémon (which is actually different than our blue edition) into stores as a regular release. Originally it was only sold through mail order, and stores were selling used copies of the game for as much as \$100. Check our Pokémon feature in EGM #124 for the full details on the differences between the U.S. and Japanese colored versions of Pokémon.

Gold & Silver Shortage: Due to the earthquake in Taiwan, production of Pokémon Gold and Silver (which hit Japan on Nov. 21) was less than expected. Therefore on the day of release a little less than 2 million copies will be shipped to stores—down from the original 3 million. The company expects to sell 5 million copies of the sequels by year's end. Also effected by the Taiwan earthquake are Nintendo's new Game Boy Nintendo Power convenience store distribution service.

Pokémon Gold and Silver are tentatively scheduled for a release in the U.S. in fall 2000.

Pokémon Card GB in the U.S.: Nintendo confirmed it'll release the Game Boy version of the Pokémon collectible card game in the U.S. this February. There's no question it'll be a success; the card game is probably even more popular than the GB games (or equally so).

YEA & NAY



A hearty, hardcore gaming fan "yea" goes to Agetech this month. They've announced that they are once again planning to bring RPG Maker to the U.S., tentatively scheduled for next summer. This has got to be one of the most requested PlayStation games, after it was sadly canned at the 1998 E3 in Atlanta.



Nay goes to Capcom this month for not having any plan to release Resident Evil 2 for Dreamcast in the U.S. Release it for N64 and then leave DC owners hanging? ARGH! But then again, maybe it's good they're not planning on releasing it here (can you say RE overkill?). Either way, Resident Evil: Code Veronica is still headed to the U.S. in the spring.



A charitable 'Yea' to Ubi Soft. Rayman's Run, an Ubi Soft-sponsored run for kids of all ages to benefit Prevent Child Abuse-California took place on Oct. 26. Nash Bridges beauty Yasmine Bleeth kicked off the festivities, which were a series of runs around Civic Center Plaza in San Francisco. Attendees at the event could also check out Rayman's antics in Rayman a or many of Ubi Soft's other titles for the N64, Dreamcast and PlayStation. Ubi Soft donated \$50,000 to the organization.



Nash Bridges beauty Yasmine Bleeth kicks off Rayman's Run.





PRESS
START



LENO'S READY 2 RUMBLE

On Nov. 4, *The Tonight Show with Jay Leno* featured a skit where Jay ends up in *Midway's* Dreamcast game, *Ready 2 Rumble*. He's then savagely beaten by Afro Thunder. So when do we get to beat up on Jay?



Square's Hironobu Sakaguchi (left) and artist Yoshitaka Amano (right) at the Angel Orensanz Foundation, NYC.

More Final Fantasy

While in New York, we had a chance to ask Square president Hironobu Sakaguchi, director of the *Final Fantasy* series, a few questions. Here's what he had to say:

EGM: Have you made any decisions regarding development for *Dolphin*?

Hironobu Sakaguchi: We have no plans at this time.

EGM: What involvement does Amano-san have with *Final Fantasy IX*?

HS: We have asked Mr. Amano to do the image illustrations/designs. This time, we are considering Mr. Amano. His work is an integral part, and we are asking him for a lot of involvement.

EGM: Does he have any involvement with the *PSa Final Fantasy*?

HS: As long as *FF* continues, I would like to ask Mr. Amano to participate.

EGM: Will there be a game based on the *FF Movie*?

HS: The *FF Movie* was started, purely as a movie business. I will use many aspects (technical, staging, etc.) which we have learned from making the film. But we have no plans to make the *FF* movie into a game at this time.

EGM: Do you see any other companies approaching the level of innovation in the *RPG* genre?

HS: In terms of networking games, I believe entities creating *Ultima Online* and *Everquest* are advanced at this time. But Square has already started research on a server-type online game. Within six months, I believe we will be able to have the same level of technology.

Thinking Like Amano in New York City

Artist Yoshitaka Amano is known by *RPG* fans as the character designer for Square's *Final Fantasy* series. But his work can also be seen in the new *Sondson* graphic novel, in artwork for *Vampire Hunter D*, and the *Atlas* PlayStation game *Rabus*. But his latest creation, *Hero*, was recently shown in an exhibition at the Angel Orensanz Foundation in New York City. We sat down with Mr. Amano before the closing of the exhibit to ask him a few questions.

EGM: What first got you involved in art?

Yoshitaka Amano: Of course, I liked to draw as a child. I visited Tatsunoko Productions when I was very young, which is the production company that produced *G-Force* (a.k.a. *Battle for the Planets* or *Gatchman*) and so forth. When I went there I showed them some sketches and was hired right then. So it wasn't like I planned to have a career in the industry or anything, but I suddenly became a professional really by chance, and I continued thereafter.

EGM: Your art style is very unique. What are some of your influences?

YA: When I was in my teens and my 20s I really

tried to absorb as much as I could from many artists. Of course, for work, I was creating characters for *G-Force*, and I was very much influenced by American comics and had a lot of American comic books to study as well. I like pop art very much as well.

EGM: What are some of your favorite American comics?

YA: Batman is my favorite.

EGM: When Squaresoft asked you to design the characters for *Final Fantasy*, how did you begin?

YA: When I first started to work for Squaresoft, games weren't even that popular, so I really didn't know what I was doing, to be frank. The resolution was so bad for the games as well that they wanted me to draw in dots, and they gave me a chart to work on, and so forth, and I really couldn't do it. So finally what we did was I sketched and somebody translated my images to the dot requirements that they had. That's how it all started.

EGM: Do you feel that the medium can now support your vision?

YA: Yes, I mean, of course very much. With the

"Instead of being a science-fiction game, (*Final Fantasy IX*) is becoming more of a fantasy game again."



Amano's *Hero* series features a masked rider on top of a black, cybernetic cat. When complete, he hopes to turn these paintings and drawings into storyboards for a CG movie.

advancement of technology. I think it's true that my vision can be translated much better into a game environment. However, when technology advances to a certain level I think in some ways what you see on the screen can be too close to what I sketch. When things become that close it's interesting, the differences between what I sketch and what's on screen become that much clearer.

EGM: What was the main reason you stopped doing the character designs for Final Fantasy after FFXI?

YA: Maybe you should ask Squaresoft. I'm working on Final Fantasy IX right now.

EGM: Character design?

YA: Well, yes...but some of the stuff I can't disclose right now.

EGM: It would be very nice to see your work back in the series. We're all big fans...

YA: I think in terms of publicity and marketing they will use my designs a lot more for IX.



EGM: Some of the recent Final Fantasy games have been futuristic in tone. Will the next game keep that setting or will it be something different?

YA: I don't know if I am allowed to say this, but it is becoming closer to the original Final Fantasy. So instead of being a science-fiction game, it's becoming more of a fantasy game again.

EGM: What format will the Hero series take when it's finished?

YA: I think the end product is going to be a 3D CGI movie. That's what I want it to be. I think storywise I don't want it to be a science-fiction film, I want it to be more like futuristic

mythology or a myth. I really want my illustrations to move freely—that is what I'm after. I think the best medium for that is film. Of course, thereafter it could be turned into a game. But the main objective right now is to turn this into a film. So you can think of everything you see here as a kind of storyboard for the final movie.

EGM: Is there a projected date for the finished project?

YA: Of course, I can't do this alone. I'll have to collaborate with a producer, screenwriter and so on. It's going to cost a lot of money as well. So I can't really say right when it's going to be ready. What I can do, however, is to create an original book, an illustrated book, and start from there. Then I figure that people can look at that and help me develop it into a film.

EGM: Is there any interest or possibility of somebody coming to you and wanting to make a game out of your creation, Hero?

YA: I think that's possible. I may be kind of going off on a tangent...but I really feel that in the past, people came to me with stories which were already developed and set in place when I was hired. With Hero, I'm doing the opposite. What I really want to do is to keep expanding the universe and keep imagining things—and then begin to edit, and then begin to find a story line within everything that I output. So I really feel good working right now and I want to continue working this way and maybe thereafter we'll begin to talk about business and find a way to turn this into a product or into many products. Hayao Miyazaki, who's responsible for Princess Mononoke, etc., originally started by being commissioned to do animation series like Lupin III, etc., and then he started to work on his original stories. And started by doing the character design and everything. I'm really amazed by what Miyazaki has been able to accomplish in the latter part of his career up to now. So I think Hero will be my Mononoke, so to speak.

EGM: The Soudmon book is going to broaden your audience. Are you interested in doing more work for DC Comics?

YA: I think I will continue to work with DC Comics. I'm not exactly sure how we will continue to work together, but it will happen. I'm not sure if they will commission me or if I will bring something to them. I have a big dream—there's Batman and Superman here in America, and I want to make a new American hero. You know, design a new comic book character. That's something I would love to do. I would love to become involved in the process of creating a new hero.

EGM: If you did a Batman graphic novel, that would be incredible...

YA: I have doodled quite a bit of Batman, so I would do very good at that, I think.

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PRESS
START

DEVELOPER PROFILE

Sucker Punch

Location: Bellevue, WA
Web site: <http://www.suckerpunch.com>
of employees: 15



Games team members have worked on previously: All things Humongous (Freddie the Fish, etc.), Allegiance, Professional Bull Rider and a couple football games.

Current project(s): We just finished Rocket: Robot on Wheels. We have a next-generation platform adventure in the works already though!

The most challenging aspect of developing a game is: In the case of games like Rocket, the huge challenge is creating an entertaining world from the ground up. Compare that to a sports game where the rules, characters, visuals and sound effects already exist and you're just trying to reproduce those. For Rocket, we had to create and balance all the elements—which amount to a huge number of little inter-related decisions.

We got the inspiration for Rocket from: Core gameplay was inspired by Mario 64 and Banjo-Kazooie. That said, reviewers and beta testers agree that although inspired by them, it's also very innovative. **If there was one thing we could change about this industry, it would be:** Cooler cheat codes. Invulnerability and bigger guns isn't enough!

What we're most looking forward to with the next generation: We expect the subtleties of games to get better. All games will have incredibly rich characters and environments, the challenge is to make gameplay reach that same level.

Our favorite game to play in the office (not by us) is: Ready 2 Rumble Boxing and Crash Team Racing.

Music that inspires us around the office: All things Funk. You'll probably notice some influences in the Rocket soundtrack! **Story behind our name:** We love the name Sucker Punch! Unfortunately there's not much of a story beyond wanting to have a cool name.



RENAMED

The Japanese title for Rare's N64 action game Jet Force Gemini is Star Twins (fitting name), released in late November.

Williams Shuts Down Its Pinball Business



Pinball has been a staple of arcades since the early years of the 20th century. Sure, it may not have been as complex as the latest machines (such as Midway's Pinball 2000 titles), but it is the oldest form of electronic games. The pinball industry has been dwindling in recent years, but recently the game has been dealt what could be a near-fatal blow.

WMS Industries, of which Midway is a part, recently announced that it was closing its pinball division due to dwindling demand and ongoing losses. The company had recently released two new pinball games utilizing new technology it dubbed Pinball 2000—Star Wars Episode One Pinball, and Revenge from Mars.

The closing leaves only one manufacturer in the U.S. still producing pinball cabinets, Stern Pinball Inc. Considering that WMS Bally/Midway made some of the best pinball machines of the 1980s and '90s, it's a sad day to see it go (and especially after seeing how promising the Pinball 2000 project was).

www.midway.com

MY 2 CENTS

"A long, long time ago, I can still remember when pinball used to make me smile..."

While the intro to that famous ditty lamented the day rock 'n' roll died, we lost another icon of American pop culture when

WMS announced they will no longer make pinball machines. With that announcement, the last pillar of an industry built on bells and buzzes may have crumbled with nary a whimper.

Not everyone has heard the news yet, but when people do, the response is almost unanimous: "No way—they can't stop making pinball games." Well, unfortunately, they can and they are, and unless something dramatic happens, we'll see pinball go the way of the Schwinn Orange Crate and Indian Motorcycles. Apparently it's no longer profitable to make mechanical pinball hardware in this age of software, and despite Williams' efforts to prop up the sagging division with a cool new format

called Pinball 2000 (featured in the new Star Wars machine), the interest just isn't there anymore.

It's a paradox really that a video game magazine would write the obituary for pinball machines—the video game experience was built on the foundation laid by these venerable machines.

If it wasn't for the pinball parlors of the first half of this century, we almost certainly wouldn't have the elaborate arcades of today like Dave and Busters and Sega Gameworks.

While I suspect a lot of us haven't played a pinball game for a long time, there has always been something tactile and cool about it—especially in this era of virtual everything. Here's to hoping that reports of its death are exaggerated, otherwise, we've just lost an irreplaceable part of our gaming heritage.

"Something touched me deep inside, the day pinball died..."

- Joe Funk



"MOVE OVER MARIO..."

Nintendo Official Magazine, June '99.

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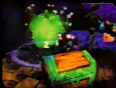
Sure, they SAY that if you just close your eyes and go to sleep, nothing's gonna get you. But when those lights go out—that's when the nightmares come out.

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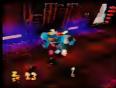
Battle as a Ninja!



Get the magic, and become a wizard!



Turn into a monster!



Be a Super Hero!



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IMPORT CALENDAR

Space Channel 5



Import Pick of the Month: Sega's latest Dreamcast title, Space Channel 5.

PlayStation

- 12/2 Dragon Valor, Namco (Action/RPG)
- 12/2 Legend of Dragoon, SCEI (RPG)
- 12/9 Valkyrie Profile, Enix (RPG)
- 12/9 Vampire Hunter D, VictorSoft (Action)
- 12/16 Gunpey, Bandai (Puzzle)
- 12/16 Koudelka, SNK (RPG)
- 12/16 Parasite Eve 2, Square (Adventure)
- 12/22 Street Fighter EX2 Plus, Capcom (Fighting)
- 12/29 Dragon Quest VII, Enix (RPG)
- Dec. Chocobo Collection, Square (Misc.)
- Dec. Rockman 6, Capcom (Action)
- Jan. Biohazard Gun Survivor, Capcom (Action/Gun)

Dreamcast

- 12/9 Star Gladiator 2, Capcom (Fighting)
- 12/16 Space Channel 5, Sega (Misc.)
- 12/16 Street Fighter III W Impact (Fighting)
- 12/23 Biohazard 2 Value Plus, Capcom (Action)
- 12/23 D2, Warp (Action)
- 12/23 Rainbow Cotton, Success (Shooting)
- Dec. Bakuretsu Muteki Bangaloh, Treasure (Shooting)
- Dec. Godzilla Generations Maximum Impact, Sega (Action)
- Dec. Virtua Striker 2, Ver. 2000, Sega (Sports)
- Jan. Crazy Taxi, Sega (Action/Driving)

Nintendo 64

- 12/3 Baku Bomberman 2, Hudson (Action)
- 12/3 Custom Robo, Nintendo (Action)
- Jan. Super Mario RPG 2, Nintendo (RPG)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.

Tekken Tag Tournament



The new King of the Iron Fist Tournament has been declared. Milpitas, located in the heart of the Silicon Valley in California, was the mecca of Tekken Tag talent as the world's top players gathered at Namco's Wonderpark on Nov. 6-7 for the official Tekken Tag Tournament, sponsored by Ziff Davis (publishers of EGM) and Namco. Hundreds of local contestants were narrowed down through regional competition, with the top five moving on to compete internationally the next day against the elite from Japan and Korea. This was the cream of the crop fighting against Asia's very best, and the first-place winner walked away with a Tekken Tag arcade cabinet and a hefty trophy made of marble and gold.

The tournament itself was up as double elimination, best of three, two rounds per match. The first day of competition played out among 35 of America's best players. The level of skill displayed was next to virtuoso. Since these were America's best, competition was fierce and the mind games were tense.

Highlights of the day included a West Coast standoff between SF Bay Area favorite Spencer "Srazier" Ray and Alex "CallPower" Valle from Southern California, in both the winner and loser brackets. Valle then went on to win the U.S. championship by defeating Damien "SuperT" Ledesma in the final round of competition.

On Sunday, the top five players from the previous day met again to take on Japan's number one- and number two-ranked players Douzono "Douzono Mokujin" Takeshi, and Katsuyuki "Shogun Yoshimitsu" Hayashida. Also present was Korea's number one, Dong-Min "Crazy Legs" Seok. After a couple rounds, we witnessed the Japanese crumble against the might

of U.S. players, and then finally eliminated when Douzono lost against Seok from Korea. Watching the elite Tekken players from Asia quickly opens your eyes to a whole different style of fighting. The crowd erupted a couple times when Seok pulled off Yoshimitsu's Double K.O. unblockable when the opposition began to turtle in light of a dwindling clock. There was also a huge upset when Michael Nappi defeated Alex Valle in the semi-finals for the chance to play the undefeated Seok Dong-Min from Korea. While Nappi put up a good fight, Seok's Lei/Jin/Helkachi combination dominated the match. He even accepted a request from his fans to play the Korean team in the final round of competition (they lost, so he stopped using them). Seok's somewhat anti-climactic victory elicited good-natured cheers from fans on both sides of the Pacific. Congratulations to all who competed!

www.tekkentagtournament.com



Bay Area favorites Shafi Mohamed (left) and Jeff Hsu (right) battle it out in the loser's bracket.



Clockwise from left: TTT champ Dong-Min Seok, 2nd: Michael Nappi, 3rd: Alex Valle, 4th: Dou Do, 5th: Shafi Mohamed, 6th: Takeshi Douzono, 8th: Katsuyuki Hayashida and 7th: Damien Ledesma.



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PlayStation

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sinister force works just below the surface to discover the dark secrets of an ancient civilization.
In this world, an epic struggle shall be determined by a brave, smart and resourceful
hero who must master dozens of spells. A hero who is outnumbered by several hundred to one.
This is the world of Grandia—a mysterious, odd, strange yet beautiful planet
that hangs in the balance between good and evil.

Not everyone can solve the mysteries of Grandia.

It's a strange land where magic and technology coexist among the forces of corruption.

*A place where the dominating culture lives in peace and harmony while a
sinister force works just below the surface to discover the dark secrets of an ancient civilization.*

*In this world, an epic struggle shall be determined by a brave, smart and resourceful
hero who must master dozens of spells. A hero who is outnumbered by several hundred to one.*

*This is the world of Grandia—a mysterious, odd, strange yet beautiful planet
that hangs in the balance between good and evil.*



www.playstation.com



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GAME ARTS

GRANDIA





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185,000

DREAMCAST LAUNCH IN EUROPE

Sega sold this many Dreamcast systems in its first weekend of availability. To put it in perspective, it took PlayStation and N64 just over a week to sell just over 19,000 and 28,000 units respectively.

Last-Minute Dreamcast Update

Here are the first pictures of Sega's Dreamcast Zip drive, scheduled for a February release in Japan and mid-2000 in the U.S. Laying next to the DC and Zip drive is the Ethernet LAN adapter, which will replace your DC modem (snap out the DC modem and snap this in) and allows you to hook up to the Net via cable modem or other Ethernet network. Also pictured below is the Dreamcast Digital Camera, which can provide live video feed for applications such as video conferencing. Both devices were shown at a special ceremony for the Okawa Foundation (a non-profit organization which contributes to the growth and development of technology).

Sega Enterprises Chairman Isao Okawa commented at the event that Sega's focus will shift in the future from hardware to software and other Internet applications, even if the Dreamcast does well. However, he stressed that the company is fully behind the Dreamcast and will continue to give the system its attention up against PlayStation2 and Dolphin. If this proves true, we may find ourselves playing Sega-developed games on other platforms, including Dreamcast. Sega has already begun that step in bringing Sonic to NeoGeo Pocket and Sakura Taisen to Game Boy.



JAPAN TOP 10

1	Iep's Venture Capcom	
2	Formula One 99 SECI	
3	Being Station 99 KOEI	
4	Dragon Quest II Enix	
5	SNK vs. Capcom Card Fighters SNK	
6	Brahmard's Last Escape Capcom	
7	World Soccer Winning Eleven 4 Konami	
8	New Prison Square	
9	Dance Dance Revolution 2nd REMIX Konami	
10	Doko Demo Issyu SECI	

Weekly Famitsu, week ending 10/24/99

Quick Bytes



Hello Kitty Dreamcast

Similar to the Seaman Dreamcast offered this summer, Sega and Sanrio have teamed up to offer two special limited-edition Hello Kitty Dreamcasts. Both come with the console, one controller, a VMU, keyboard and Hello Kitty's Garden Panic—a Sanrio-themed version of the Dream Passport software. It's available in two colors, skeleton pink and skeleton blue (pictured above). It's available in Japan beginning Nov. 25 for a price of 34,800 yen (about \$328).

Send a friend a lil' Seaman joy this holiday season. In Japan, Sega is introducing Christmas Seaman, available only from Dec. 16-24. You can send a Christmas Seaman message to a friend, but you have to give them the Receiver Disc that comes with the Sender, or they can buy a Receiver separately for under \$30. The messages will be sent over e-mail, but you can only read 'em with the discs. Available only in Japan.

Seaman in Yer Stocking



Happy 20th, Pac

Pac-Man is celebrating his 20th anniversary this year (and is starring in a new PS game). Hard to imagine that a video game character such as Pac-Man has lasted this long. Other video game mascots are gearin' up for big birthdays too, including Mega Man, who celebrates his 15th anniversary next year, and Mario, who's nearing the big 2-0 himself—Older than most people who play video games! Here's to 20 more ghost-chompin' years!

Even Shorter Tidbits

Monolith, a new Japanese developer formed from former Square and Namco employees might just be working on a sequel to Xenogears. Of course, it won't be called Xenogears 2 nor star the same characters, but much like Rogue Trip was an "unofficial" sequel in the Twisted Metal series when SingleTrac parted ways with Sony, Monolith may do something similar.

Sega's releasing new, colored Dreamcast controllers in Japan this December in limited quantities. Colors include aqua smoke, aqua pink, aqua blue and aqua lime. They'll set you back 2500 yen (about \$23), and only 150,000 units of each color will be available. No word yet on whether or not these colored controllers will show up in the U.S.

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GameShark Fix for New PS

If you have a PlayStation that's model #9000 and higher, you're not going to be able to use the regular PS GameShark. Sony got rid of the expansion slot on the back of the machine as a cost-saving measure, and because no official peripherals use it.

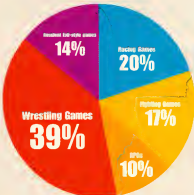
But InterACT's got your fix. The company is introducing the GameShark CDX, which is a GameShark that fits into the memory card slot. The package comes with the cartridge, a supporting CD and the video "How to Hack Like A Pro." The GameShark CDX will be available beginning in November for an MSRP of \$49.99. www.gameshark.com



VIDEOGAMES.COM POLL

Sick and Tired

There are so many "me-too" games coming out these days. Which kind of game are you getting most sick of?



Source: Videogames.com main poll results for 10/25/99

'ZINE-O-PHILE

A "zine" is a fan-made magazine or newsletter. Constructed using a computer's word processing or desktop publishing software with copies produced at a local copy center or office supply store, "zines aren't as flashy (mostly black & white) or ad-filled as a magazine like EGM, but that's what makes them fun to do and fun to read (often leading to brutal honesty). Online "zines (sometimes referred to as fanzines) can be found all over the Net, constructed by gaming enthusiasts worldwide. Get your feet wet by sending for a sample copy of a "zine reviewed here or by visiting their site.

Get a 'zine? Send it to: Electronic Gaming Monthly (Attn: Chris Jehnston), P.O. Box 339R, Oak Brook, IL 60521-339R. Or e-mail us your URL or any questions you have about "zines to chris.jehnston@zd.com. Subject: 'Zine-O-Phile.

Classic Gamer Magazine

Issue reviewed, Fall 1999, \$4 for one issue/\$15 for four, Edited by Chris Cavanaugh, 7770 Regents Road #113-293, San Diego, CA 92122.

Reading this issue of CGM was like opening up a box of classic gaming goodies you haven't seen for years. CGM is in full color, but with such a high cover price, one has to wonder if the number of full-color pages could have been limited to keep the price down. Aside from that, this is an informative read on all things retro. A few favorite articles include the look back on various versions of Donkey Kong (both home and arcade), a guide to classic video game collecting and game rarity, an article on Halloween (or just scary) games from the early days and an article remembering the days of '80s video game magazine *Electronic Games*.



Final Fantasy Online

URL: <http://www.ffonline.com>

If Final Fantasy's your game, then Final Fantasy Online is your mecca. It contains information on all the games (FFVII-VIII and Tactics), including character profiles, images from each of the games, music in midi format, fan-drawn artwork, box art, movies of intros and gameplay and more. Plus, if all you really care about newswise is the latest on Square's most popular series, the main page keeps you up to date. The site is currently planning a major redesign which will no doubt make it look even more professional (on first visit it appears to be official, but is in no way related to Square). Well-organized and designed, the only thing really missing are walk-throughs or strategy sections for the games.



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EGM's Holiday Shopping List

's Holiday Video Game Wish List

The holidays are upon us and if you haven't made out your wish list—what are you waiting for?! Well, we've made your job easy this year. Just put a check mark next to the game or system you want, tear out this page (or Xerox it, if you don't want to ruin your magazine) and leave it where Santa can get a good look at it or give it to your parent/loved one/significant other.

Dreamcast

- ___ Dreamcast System
- ___ Dreamcast Visual Memory Unit—VMU
- ___ Dreamcast Arcade Fighting Stick (Agetec)
- ___ Dreamcast Rally Wheel (Agetec)
- ___ Dreamcast Fishing Controller
- ___ Dreamcast Light Gun
- ___ Extra Dreamcast Controller
- ___ Evolution (Ubi Soft)
- ___ Hydro Thunder (Midway)
- ___ Marvel vs. Capcom (Capcom)
- ___ NBA 2k (Sega)
- ___ NBA Showtime (Midway)
- ___ NFL 2K (Sega)
- ___ NFL Blitz 2000 (Midway)
- ___ Power Stone (Capcom)
- ___ Ready 2 Rumble (Midway)
- ___ Sega Rally 2 (Sega)
- ___ Sonic Adventure (Sega)
- ___ Soul Calibur (Namco)
- ___ The House of The Dead 2 (Sega)
- ___ Toy Commander (Sega)
- ___ Virtua Fighter 3tb (Sega)
- ___ WWF Attitude (Acclaim)

PlayStation

- ___ PlayStation System
- ___ PlayStation Dual Shock Controller (Color: _____)
- ___ PlayStation Mouse
- ___ PlayStation Multi-tap
- ___ PlayStation Memory Card
- ___ Interact GameShark Pro
- ___ Interact GameShark CDX
- ___ Interact PlayStation Dex Drive
- ___ Ape Escape (Sony)
- ___ Big O! Bass (Konami)
- ___ Crash Team Racing (Sony)
- ___ Dino Crisis (Capcom)
- ___ Driver (GT Interactive)
- ___ FIFA 2000 (Electronic Arts)
- ___ Final Fantasy Anthology (Square EA)
- ___ Final Fantasy VIII (Square EA)
- ___ Grandia (Sony)
- ___ Gran Turismo (Sony)
- ___ Gran Turismo 2 (Sony)
- ___ Legacy of Kain: Soul Reaver (Eidos)
- ___ Lunar Silver Star Story Complete

- ___ (Working Designs)
- ___ Madden NFL 2000 (Electronic Arts)
- ___ Metal Gear Solid (Konami)
- ___ Nascar 2000 (Electronic Arts)
- ___ NBA Live 2000 (Electronic Arts)
- ___ NHL 2000 (Electronic Arts)
- ___ NHL FaceOff 2000 (989 Studios)
- ___ Quake II (Activision)
- ___ Resident Evil 3 Nemesis (Capcom)
- ___ Spyro 2 (Sony)
- ___ Tomb Raider The Last Revelation (Eidos)
- ___ Tony Hawk's Pro Skater (Activision)
- ___ Twisted Metal 4 (989 Studios)
- ___ WCW Mayhem (Electronic Arts)
- ___ Wipeout 3 (Psygnosis)
- ___ WWF Attitude (Acclaim)
- ___ You Don't Know Jack (Sierra)

Nintendo 64

- ___ Nintendo 64 System (with Atomic Purple controller)
- ___ Green Nintendo 64 System packed with Donkey Kong 64
- ___ Interact N64 Dex Drive
- ___ Interact GameShark Pro
- ___ Banjo-Kazooie (Nintendo)
- ___ Castlevania: Legacy of Darkness (Konami)
- ___ Donkey Kong 64 (Nintendo)
- ___ GoldenEye 007 (Nintendo)
- ___ Jet Force Gemini (Nintendo)
- ___ Legend of Zelda: Ocarina of Time (Nintendo)
- ___ Madden NFL 2000 (Electronic Arts)
- ___ Mario Golf (Nintendo)
- ___ Mario Kart 64 (Nintendo)
- ___ Mario Party (Nintendo)
- ___ Pokémon Snap (Nintendo)
- ___ Rayman 2: The Great Escape
- ___ Resident Evil 2 (Capcom)
- ___ Star Wars Episode One: Racer (Nintendo)
- ___ Super Mario Kart 64 (Nintendo)
- ___ Super Smash Bros. (Nintendo)
- ___ Turiko: Rage Wars (Acclaim)
- ___ WWF Wrestlemania 2000 (THQ)

Game Boy Color

- ___ Game Boy Color System (Color: _____)
- ___ Game Boy Printer
- ___ Game Boy Camera
- ___ Game Boy Link Cable
- ___ Nyko Game Boy Worm Light
- ___ Game & Watch Gallery 3
- ___ Legend of Zelda DX
- ___ Mario Golf
- ___ Mickey Mouse Racing
- ___ Pokémon Blue

- ___ Pokémon Pinball
- ___ Pokémon Red
- ___ Pokémon Yellow
- ___ R-Type DX
- ___ Star Wars Episode One: Racer
- ___ Super Mario Bros. Deluxe
- ___ Tetris DX

Neo-Geo Pocket Color

- ___ Neo-Geo Pocket Color System (Color: _____)
- ___ Link Cable
- ___ AC Power Cord
- ___ Baseball Stars
- ___ Blomator Unitron
- ___ Bust-A-Move Pocket
- ___ Fatal Fury: First Contact
- ___ King of Fighters R-2
- ___ Magical Drop
- ___ Metal Slug: First Mission
- ___ Neo Turf Masters
- ___ Pac-Man
- ___ Puyo Pop
- ___ Puzzle Link
- ___ Samurai Shodown 2
- ___ Tennis





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Sega Dreamcast.
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Q - MAN

**"What you are thinking
is the answer."**

-The ever-cryptic Hideo Kojima on the possibility of Metal Gear Solid 2 on PS2. As told to the U.K. Official PlayStation Magazine.

Quartermann - Video Game Gossip & Speculation

After so many people got their knickers in a twist over some of the stories we printed last month, let's make a few things clear. First of all...this is a page of rumor and speculation. We spend a lot of time, and put a lot of effort into piecing together pieces of information and forming conclusions based on this information. That is why everything is presented in the "Rumor" and "Truth" format. If you're going to take the information you find on this page, and mention it on your Web site, or in your fanzine, or anywhere else for that matter please: **A) acknowledge the fact that this is rumor...not reported fact. Acknowledge the integrity of the people concerned with compiling this page. We're not trying to tell you something that isn't true—we're just passing on our conclusions based on the information we have. B) If you're going to quote us...give us some credit. Our Metal Gear Solid on Dreamcast story appeared all over the world within days of last month's issue hitting newsstands. Very few people mentioned where the info came from...and the rest of them got confused and seemed to think we were reporting solid news and spent far too much time and effort trying to debunk a story that was only a rumor.**

OK...now that we've got that straight, let's launch straight into this month's rumors.

RUMOR Remember last month when we said Metal Gear Solid was coming to Dreamcast? **TRUTH** We still think that it's extremely likely, but it sounds to us like someone got their ass kicked when the story leaked out (go Q-Spy Network! Woohoo!). Konami has been backpeddling on the subject like it's some kind of new fitness fad, claiming that MGS is the sole responsibility of Hideo Kojima, and that he wouldn't release the rights for a conversion to anyone...least of all Microsoft. Regular readers will recall Konami's announcement at E3 regarding the PC deal they signed with Microsoft. The deal allows a two-way publishing deal. Microsoft can port console games to PC, and Konami can take Microsoft's PC titles and publish them on console. Can someone please tell us a Konami game that Microsoft could possibly want to port OTHER than MGS? Sure Castlevania would be lovely...and maybe some of the sports games (especially now that the big-K's mediocre line of sports games has the ESPN tag on them)—but there's only one that makes real commercial sense. Believe the denials if you will, but we still believe that Metal Gear Solid is going to come to the PC...and in turn to Dreamcast. We may be wrong, but only time will tell.

RUMOR Dreamcast 2 is already in development at Sega and set for release by Christmas 2000. **TRUTH** Not Dreamcast 2, but NEC and Videologic have finished work on the replacement for the PowerVR 3DC graphics chip. The new chip is 100% compatible with the old, but apparently boasts specs more powerful than the nVidia GeForce 256. Quite how Sega will integrate this into the Dreamcast is unclear. An upgrade? A new box? Who knows...but we're on it and we'll bring you details next month.

RUMOR Ubi Soft is working on Rayman 3 as a possible PS2 launch game. **TRUTH** Determined to establish Rayman as a "mascot" character, UbiSoft is already hard at work on piecing together the ultimate limless wonder. Expect to see this day one on PS2.

RUMOR Final Fantasy X will be an online adventure, and not a scripted RPG pulled from DVD. Expect to see this on PS2 first. **TRUTH** Hironobu Sakaguchi recently hinted to us that Square has been experimenting with online role-playing games, and that the 10th game will be a very different style to previous FF games. Apparently the trials have already reached a very advanced stage and Sakaguchi intimated that within six months Square's technology would already be a match for Origin's Ultima Online engine. No release date is set, but considering that this is being designed for PlayStation 2, the timing will depend on the emergence of widespread broadband availability in both Japan and the U.S. Don't expect anything until well into 2003 then.

RUMOR Future incarnations of the Unreal engine will not be designed just for the PC, much of the code is rumored to be optimized for consoles like PS2 and Dolphin. **TRUTH** Unreal guru Tim Sweeney recently hinted in an online chat that the future of his "baby" wasn't just in the PC games market. With the new consoles being more akin—to high-end PC titles, the graphics technology needs to be portable across systems without major reworking. He also intimated that his team would be researching the network code for the new games to ensure that all versions of the next title in the series would be able to talk to each other.



Q-SPY SPECIAL REPORT

IN DEVELOPMENT

This is all "word on the street" stuff. Nothing here is absolutely confirmed, but all of the information we have received comes from reliable sources, so the likelihood of many of these games happening is high. (Many of the names are simply franchise titles rather than actual game titles...so, for example, don't expect the original *Syphon Filter* from 98—it will most likely be a new game.)

Black & White (Lionhead)
Blade (Hammerhead)
C&C: Renegade (Westwood)
Crash Bandicoot (Naughty Dog)
Dead or Alive 2 (Tecmo)
Dragon Quest VIII (Enix)
Dragon Quest IX (Enix)
Duke Nukem Forever (3D Realms)
Ehrgeiz 2 (Square)
Ferrari F360 (Acclaim)
FIFA 2001 (EA Sports)
Final Fantasy X (Square)
Formula One 2000 (Psygnosis)
Furballs (Bizarre)
GameDay 2001 (989)
GTA 3D (DMA Design)
Jet Moto (989)
Legacy of Kain: Soul Reaver (Crystal Legion (Midway))
Loony Tunes (Infogrames)
Madden 2001 (EA Sports)
Medal of Honor (Dreamworks)
Metal Gear Solid 2 (Konami)
NBA Live 2001 (EA Sports)
Need for Speed (EA)
NHL 2001 (EA Sports)
On-line Crime World (Rockstar)
Outcast 2 (Infogrames)
Pac-Man (Namco)
Rayman 3 (Ubisoft)
Road Rash (EA)
Ready 2 Rumble 2 (Midway)
Ready 2 Rumble Wrestling (Midway)
Soul Calibur 2 (Namco)
Spider-Man (Neversoft)
Spy Hunter (Midway)
Syphon Filter (989)
Tony Hawk's Pro Skater 2 (Neversoft)
TrackStyle 2 (Criterion)
WipeOut 4 (Psygnosis)
Xevious (Namco)

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PRESS
START

The Top 20 Best-Selling Games of October, 1999

1 - Pokémon Yellow



After a month out of the top five, Nintendo's Pokémon comes right back to dominate. Yellow is the newest of the versions in the U.S., and features Pikachu more prominently and has different artwork for the Pokédex.

LAST MONTH: **NEW**

8.0 6.0
Chris Crispie

8.0 6.0
Che Silver

2 - Pokémon Red



Over a year old, both Pokémon Red and Blue remain very strong sellers. With the release of the movie, sales of the games are likely to only get stronger, and we're sure Pokémon will be the best-selling game of the year.

LAST MONTH: **3**

9.0 8.0
John R. Crispie

8.0 9.0
John D. Sush

3 - Pokémon Blue



It may be banned at schoolyards across the country, but there's no stopping the runaway popularity of the Pokémon games. Of course, it's all a question of how long this popularity is going to last. When will it end?

LAST MONTH: **4**

9.0 8.0
John R. Crispie

8.0 9.0
John D. Sush

4 - Pokémon Pinball



Pinball and Pokémon go well together. This takes advantage of Nintendo's rumble cartridge, and includes a few voice samples of Pikachu. Includes plenty of secrets to find while trying to catch all 151 Pocket Monsters.

LAST MONTH: **7**

8.0
Kevin Crow

5 - Pokémon Snap



Please keep your hands inside the train, because you never know when Pokémon might attack. Nintendo brings safari picture-snapping action to the N64. You can save your favorite Pokémon pictures for later viewing.

LAST MONTH: **10**

8.5 8.0
Chris Che

8.5 8.0
Shawn Crispie

6	Driver GT Interactive		11
7	Final Fantasy VIII Square EA		1
8	Tony Hawk's Pro Skater Activision		NEW
9	Madden NFL 2000 Electronic Arts		2
10	NASCAR 2000 Electronic Arts		NEW

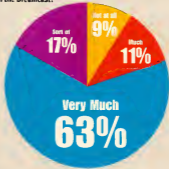
11	Dino Crisis Cascom		NEW
12	Gran Turismo SCEA		8
13	Final Fantasy Anthology Square EA		NEW
14	WCW Mayhem Electronic Arts		NEW
15	NFL 2K Sega		5
16	Spyro the Dragon SCEA		15
17	Super Mario Bros. Deluxe Nintendo		20
18	Army Men: Sarge's Heroes 3DO		NEW
19	Star Wars Ep I: The Phantom Menace SCEA		18
20	NFL GameDay 2000 989 Studios		14

Source: NPD TRIST Video Games Service. Call Mary Ann Perreca at (516) 625-4345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

VIDEOGAMES.COM POLL

Go Online With Dreamcast

How much are you looking forward to playing games online with the Dreamcast?



Source: Videogames.com main poll results for 10/11/99

THE DUKES OF HAZZARD

RACING FOR HOME™

SOUTHPEAK
INTERACTIVE



***I reckon y'all haven't lived life till you leap across
an officer of the law in the General Lee.***

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

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Featuring the voices
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with Steve

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Many experts say that ten or twelve guests in a room is completely acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.



**DON'T LITTER
THE MOUNTAIN
WITH UNNECESSARY
TISSUES.**



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EARLY MORNING CARBS.



Another great energy source is the #1 snowboarding game: Cool Boarders 4. Make your soul punch (ugh) with new, tweaked-on puns and tricks like method-melons and hand plants. It's puns including Jim Ripper, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, lockers and rail-dibs. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



As you jump through a banner, don't stare at the letters. They're people too.



When crossing a road, share a good moon with a family. Preferably one in a mini-van.

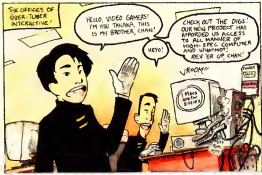


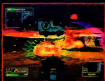
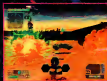
In the heat of competition, show an empathy. Losses never get the losses.



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EXPLORE THE FREAK WITHIN





Sweet Tooth's back and in charge of the original car combat freakshow, Twisted Metal 4. With new interactive battlegrounds, wicked characters, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's evil henchmen. Man, as it claims weren't SCARY enough.



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NO EJECT BUTTON.

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- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.



www.eagleone-thegame.com

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Head to head to head to head combat

TOMB

RAGE



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36 multi-player levels designed for maximum combat intensity!



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Cooperative Mission-Based Play
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Flashlight, Ghost Bursler, War Club!
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Create your own computer-controlled teammate to join you in action!



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"THE GOALIE ANIMATIONS ARE INCREDIBLE IF I COULD DO ALL THAT STUFF I DON'T THINK I'D GIVE UP VERY MANY GOALS."

- STEVE SHIELDS • SAN JOSE SHARKS

Todd Zanis



Bryan Marchment, right, was a huge physical presence (as always) pummeling teammate Jeff Norton five consecutive times.



Third overall draft pick and veteran EA SPORTS hockey gamer Brad Sturtz proved he could win on the ice and away from it as he displayed all the pinnache and skill of a wily veteran. It wasn't even close as he missed seven goals in one game as he ravaged the EA SPORTS' NHL 2000 tourney held in the San Jose Shark locker room.

But it wasn't all offense. The power-check button was in full effect and one too many crosschecks in between the shoulder blades led to tough guy Bryan Marchment dropping the gloves and laying the smack down on all five of his fighting challengers.



PRO TOURNAMENT



Todd Zanis



Goalie Steve Shields, left, and defenseman Brad Sturtz and Mike Ruzhje scope the competition as Wingers Jeff Friesen, center, and Dave Lowry dig in the corners.



DAVE LOWRY
SAN JOSE SHARKS

"The most important thing in hockey is speed. This game really captures the greatest element of the greatest game on Earth."



BRYAN MARCHMENT
SAN JOSE SHARKS

"It's such a fast-moving game, but I couldn't score a lick. Then again, I won all five fights I was in, so it seems perfectly realistic to me."





Wingers Jeff Friesen, left, and Dave Lowry are all smiles as they drop the puck in a simulated Stanley Cup Finals between the San Jose Sharks and the Ottawa Senators.



BRAD STURM
SAN JOSE SHARKS

"I've always loved EA SPORTS' hockey games. It's a little bit weird playing the video game now that I skate on the ice with lots of those guys."

Brad Sturm enjoys the power of the new BIG HIT button and the revved-up AI NHL 2000 has to offer.



JEFF FRIESEN
SAN JOSE SHARKS

"We play tournaments when we're on long road trips. It's great to see how much the NHL games have evolved."



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MONTHLY**
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"WE'RE A TEAM THAT'S FINALLY STARTING TO GAIN RESPECT. IT'S DIFFERENT, BUT WE'VE GOT A GREAT TEAM, AND WITH IT A LEGITIMATE SHOT AT THE STANLEY CUP."

- TONY GRANATO



- Dreamcast
- Nintendo 64
- PlayStation
- Game Boy Color
- Arcade

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WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

We're now in the part of the year where the preview coverage drops off significantly. Why, you ask? Well, game companies want to make lots of money. To make extra 'lots of money,' they ship out their games during the month of November, complete and bug-free or not. You see, we consumers tend to buy more games for Christmas than we do for Easter...so this is the time of year to release the most number of products to get the biggest bang for the buck. It's actually rather unfortunate. It's a fact—some companies have even privately admitted so to us—that in order to reach sales quotas promised to stockholders, they'll release an incomplete game (rushed, bugs, etc.). Bleh. But we digress. The coverage is a little lighter this month because we've covered most of the fourth-quarter stuff already. You can especially tell this with the Nintendo 64 previews. They're getting awfully light, and it



Perfect Dark...the last great N64 game?

doesn't bode well for the system. With Sega's hot new system on the market and the PlayStation's cheap CD format, no one really wants to make N64 games any longer. Oh well...at least we can look forward to Perfect Dark.

You'll also notice that we're missing a PlayStation2 previews section this month. We kinda "blew our wad" with the PS2 coverage last month, so we don't have much to cover in this issue. Worry not...as soon as the action picks up a little in Japan, we'll resume regular PS2 coverage. ☹

TOP 5 Preview Picks

1. **Gran Turismo 2** PlayStation, December 1999
2. **Sega GT** Dreamcast, Q2 2000 (Japan)
3. **Legacy of Kain: Soul Reaver** Dreamcast, March 2000
4. **Tombal 2: The Evil Swine Return** PlayStation, January 2000
5. **Fear Effect** PlayStation, Q1 2000

Which of the following companies will be the most successful this holiday season?

source: videogames.com online poll



The Future of Blowing \$#!% Up



Look for the Vigilante 8: 2nd Offense™
High Octane Comic Book from **CHAOS**



Sega
Dreamcast

All screen shots from Sega Dreamcast™, except for four-player shot from Nintendo 64™.

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Standard Burro Prison Bus.



Fully Upgraded Bus with Hovering Power-Up.

Now upgrade any *Vigilante 8: 2nd Offense* vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat insanity in 10 totally destructible arenas.



Cruise, bruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on snow.



Control 15 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Blast 'em sky-high in one and two-player modes, or up to four-player on Sega Dreamcast™ and Nintendo 64™.

"*Vigilante 8: 2nd Offense* leaves the competition in the dust!"

- PSM

VIGILANTE 8: 2ND OFFENSE

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IF IT DRIVES BY, BLOW IT UP!



PREVIEW



VEE EM EWE

Like VMU games? *Zombie Revenge* has a couple of them to satisfy your appetite...literally. You can buy food for your character (which can be used in the game), unlock new modes/costumes and more.

Zombie Revenge

Publisher: Sega
Developer: Sega
Players: 1-2
Genre: Action
% Done: 85%
Release: January 2000
Also In: Arcade
Web Address: www.sega.com

The Good: Grab a friend and kick the crap out of the undead. What more could a gamer want?

The Bad: Being surrounded by zombies with no weapons.

And The Ugly: The "goo boss" that vomits green slime on you. Yuck!



In the game's Fighting Mode you select from one of the game's characters and go head-to-head against a friend or the computer.

One of the most visually stunning areas of the game takes place on top of a train. Just take a look at this boss fight.



You can't keep a good zombie down. In this side-story to Sega's gun-totin', zombie-blastin' horror fest *The House of the Dead*, you're off to find out what went wrong with a government experiment to turn the undead into soldiers (as if that isn't obvious from that premise). Originally seen in the arcades on Sega's Naomi, it has been perfectly ported to the Dreamcast.

Zombie Revenge is divided up into seven episodes, each in a different environment—alleys, sewers, on top of a train, inside a chemical plant and through the original *House of the Dead*, to name but a few. There are three characters—Stück Breiting (what a name, eh?), Linda Rotta and Rikkiya Bujushima. To battle the zombies, you can use fists

or choose from a vast smorgasbord of weaponry that are hiding in boxes or are dropped by zombies.

There are five modes of play: Arcade, Original, Vs. Boss, Fighting and Training Room. While Arcade Mode is a straight-up version of the arcade game, Original Mode includes two enhanced play modes specific to the DC version. The first is Gun Mode, where punches and kicks are weaker while weapon firepower is increased (but you don't get as much ammo). Second is Bare Knuckle Mode, where punches and kicks reign supreme (you can't pick up weapons or ammo in this mode). There are also extra cheats to unlock by beating the game—one of which is an Area Select.

Like its name implies, Vs. Boss Mode has you only playing through Boss encounters one after another. Fighting Mode turns it into a one-on-one brawlfest between you and a second player or the computer. Here, you can also set up Zombie Assist, which will let loose a few walking corpses that will interfere with your fights. It's not the most complex fighting game, but does the trick nicely.

One of the other odd enhancements is that you can use the Fishing Controller or Dreamcast Gun to control your characters. Using the Fishing Controller seems pretty limited, but with the gun you use the control pad to move and the trigger to actually shoot. Why anyone would want to use those is beyond us, but you do have the option. 🐟

I. ZOMBIE

Evil Dead

To appreciate just how amazing the graphics are in *Zombie Revenge*, you have to see it in motion. But, since we can't provide a flip-book, check these out...





GUNDAM WING

Gundam Side Story 0079's release will coincide with a TV series to air on the Cartoon Network this spring. The series, called Gundam Wing, will slot in the prestigious Toonami afternoon lineup.

Gundam Side Story 0079

Publisher:	Bandai
Developer:	BEC
Players:	1
Genre:	Action
% Best:	90%
Release:	March 2000
Age Gr.	None
Web Address:	www.bandai.com

The Good: Excellent graphics, great voice acting, fun mech sim.

The Bad: Controls can be frustrating at times.

Add the Woe: The look on your face when you accidentally leave the mission zone and abort the mission.



The 3D engine in Gundam Side Story 0079 powers all of the cutscenes before and after each mission. Every screenshot here is in-game and real time...it made us grateful that the Dreamcast and the next generation of graphics have finally arrived.

TEAMWORK

Gundam It!



Teamwork is vitally important in Gundam Side Story 0079. Since the game tries to simulate dynamic skirmishes between your squad and the Zeon forces, you'll learn to give them commands and direct their course of action. By pressing the Start button, you access the overhead map that allows you to point-and-click your teammate's destination and targets. A good strategy is to triple team an enemy Mobile Suit. While members of your squad are engaged in hand-to-hand combat with an enemy Zaku, you can snipe away at the opposition. OK, so it isn't quite as deep as a real-time strategy game, but it does add an extra dimension to the game.

In Japan, the Gundam franchise commands a huge empire of entertainment. The series, which first hit Japanese airwaves in 1979, was revolutionary for portraying giant mechs as just another cog in the machinery of war. These gigantic "Mobile Suits" were mass-produced like tanks, and were equally as susceptible to damage and destruction. In other words, this was the future of war—and these were the grunts on the frontline.

Following their release of Macross VFX-2 on the PlayStation (see EGM #245), Bandai hopes to capture a similarly niche audience with Gundam Side Story 0079: Rise From The Ashes on the Dreamcast. Like the two previous Gundam side stories on the Sega Saturn, Rise From The Ashes is

more of a sim than an all-out action arcade title. The similarities with the game's control scheme and mission objectives suggest that Gundam 0079 is a direct follow-up to the Saturn titles.

If you're expecting Virtual On-style gameplay, give yourself some time with Gundam's controls. The game is slower-paced and more sim-oriented. While shooting, blocking and dashing are important aspects of Gundam's gameplay, you'll find that a lot of the action boils down to a good beatdown with the Beam-Saber. The game does a convincing job of bringing you into the cockpit; each step you take, each burst from the 60mm Vulcan cannon resonates nicely with the Dreamcast Jump Pack. Unfortunately, there's no third-person perspective so some of you may find the cockpit to be a bit claustrophobic in heated moments of melee. Eventually, you can choose between two variations of the GM and the heavily armored RX-77 Mobile Suits to use for each mission. Like all good Sims, it's important to understand each suit's limitations and expertise.

Gundam 0079 is a real contender for some of the richest graphics yet on the Dreamcast. Each of the mechs are cut with so much detail, they look like FMV at a glance. Also impressive is the level of interaction with background objects (stuff blows up real good). 3D terrain means you can use hills to mask your presence. For fans of Gundam, the authenticity here is a dream come true. ☸





PREVIEW

DID YOU KNOW?

One of Japan's most hardcore gaming publications, *Gemast* (now unfortunately defunct), once rated *Psychic Force* as being one of the year's best fighting games in the arcade.

Psychic Force 2012

Publisher:	Taito
Developer:	Taito
Players:	1-2
Genre:	Fighting
% Done:	100%
Release:	November 1999
Also On:	Arcade
Web Address:	www.taito.co.jp
The Good:	Smooth fast action, innovative fighting system.
The Bad:	Real-time intro is lackluster, where's the anime?
And The Up:	Some of the translation is a bit...dubious.



OK, there's no escaping a little tan service when it comes to anime-heavy games like *Psychic Force*. Above, Regina shows off the goods.



Psychic Force 2012 takes place in a number of different locales: lava pits, freeways, rain storms, even the open sky.

LOCALIZATION

EGM Loves Subtitles



How many times have you played through a game, watched a movie or anime and pined for decent voice acting and/or subtitles? Well, as Japanese animation becomes more mainstream in America, game publishers are flirting with the idea of shipping a title with Japanese voices or text. Not only is it more economical for the publishers (in this case, Taito), it keeps the game intact culturally—and here at EGM, we're all about multi-culturalism. Honorable mention also goes out to Namco for the subtitles in *Soul Calibur: Psychic Force* 2012, being from the anime school of design, is a perfect candidate for subtitles!

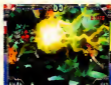
In Japan, where fighting games are scientifically dissected, *Psychic Force* has attained the sort of critical and fanfare acceptance reserved for games like *Tekken* and *Street Fighter* here in America. *Psychic Force 2012* is an indirect sequel, ported over to the Dreamcast from Taito's own Wolf arcade board to fine perfection. The proper sequel, *Psychic Force 2*, recently released in Japan for the PlayStation, is more or less the same game minus the power of a Dreamcast.

There's something quintessentially anime about kung-fu fightin' in the sky. Like in Jojo's Bizarre Adventure or *Eretzavajji* (Evil Zone), the 13 combatants here are bestowed with psychic abilities that bend the laws of physics. Even though you're

floating in midair (but caged in a transparent cube), you pretty much fight in 2D (a bit like *Tekken* and *Virtua Fighter*). Yes, sidestepping is an important part of the strategy, but by nature, moving in and out of the screen has less emphasis in *Psychic Force*. This is because much of the gameplay centers on projectile and distance attacks.

Each character in the game can pull off long-range attacks simply with the press of a button. These attacks won't damage your enemies much, but it's the equivalent of the poke and interrupt tactic in other fighting games. More powerful projectiles can be dished out by performing traditional "fireball" or "dragon punch" D-Pad motions. When the action gets up close, each character can pull out combos or throws. Overall, the gameplay is set to a distinct and innovative pace; you'll need to mix close-in tactics with lots of long-ranged attacks, know when to play defense and recharge your psychic meter, in order to overcome your opponent.

The graphics in *Psychic Force 2012* are easily the best in the series. The game whips along at a solid 60 fps while retaining some truly over-the-top special moves and particle effects. The Dreamcast version also features both an arcade mode as well as a story mode which has prologues and epilogues around every bout. There's no doubt that this is the definitive version of *Psychic Force*, but the question remains: will American audiences catch on? 🐉





YOU CAN ATTACK, BUT YOU CAN'T ESCAPE

WHEN GOOD TOYS GO BAD.

Sega Dreamcast .//08. TOY COMMANDER™
IT'S THINKING

—Neglected, angry toys overrun your house at 60 fps. Show them you still care as you bomb, hotrod, bulldoze and vacuum through 8 rooms and 90 hours of flooded kitchens, hordes of bitter playthings and a giant lizard in a bunny suit. Lose the chaps, Woodrow. It's a totally different story.



sega.com



toy
★ COMMANDER ★



PREVIEW



CADDY SHACK MEMORIES

Caddy Shack has to be the most quoted movie of all time. Here's Carl, the slightly retarded Assistant Green's Keeper, at the ball washer. "Ooh, I'll show you the meaning of respect."

Tee Off Golf

Publisher:	Acclaim
Developer:	Bottom Up
Players:	1-4
Genre:	Sports
% Done:	70%
Release:	December 1999
Also On:	None
Web Address:	www.acclaim.com
The Good:	The game has potential as a Hot Shots clone.
The Bad:	Physics seem a bit off.
And The Bob:	Anime fans will like the characters, others may not.



An important part of any golf swing is the angle at which the ball is struck. Tee Off lets you control back and top spin using the meter on the lower right side.



ANIME INSPIRED

Cute Golfers

Just look at those lovable anime characters.



In Acclaim's Tee Off Golf, 12 anime-inspired characters and six wacky modes of play lay the foundation for an all-around lighthearted golf game. The sounds of chirping birds and cute music assault you at every turn. Well-hit shots shoot like laser beams across the sky, while players react like happy children. A serious golf sim this ain't. Could this be Hot Shots for the Dreamcast? Nope, but it's darn close.

We don't wanna beat a dead horse but comparisons to Hot Shots are inevitable, not only for the obvious but for gameplay reasons as well. Rumor has it, some of the guys who worked on Hot Shots put their efforts into this game as well.

To be fair, Bottom Up (the game's developer) has done a good job emulating HS, but doesn't quite capture the same flavor or, for lack of a better term, fun-appeal of that great game. For example, shots are largely predictable once they leave the tee. They

travel about the same distance indicated by the power meter and stay very straight (even if the meter was not nailed dead on). The wind is not all that potent and the greens are very fast. Back-spin doesn't work as great as we'd like either. Perhaps we're remembering Hot Shots too fondly but Tee Off doesn't feel quite as good at this point in its development. We'll see in a month or two.

Comparisons aside, Tee Off Golf is a no-nonsense arcade-style golf experience. Outside of the anime-style characters, and the awesome 128-bit graphics, the format is pretty standard. Take your pick of World Tour, Free-Round, Match, Stroke and Point Play. As a bonus, a special Millennium Mode introduces wacky elements to a regular round of golf. Five difficulty levels and a unique four-player mode are available as well.

As for courses, there aren't many, but they span the globe—America, Africa, Australia, Japan and Scotland. For the most part, the fairways and greens are flat, hills and valleys are scarce but are more prevalent in the harder courses. A 3D preview gives you a good view of the terrain before you select a course. Once on the greens a number of adjustable cameras point out the ins and outs of the hole.

While we can't stop comparing Tee Off to Hot Shots, the game doesn't look too bad on its own. Once they give the players new names and tweak some of the ball physics it'll be fine. 🚗



When it comes down to it, Tee Off shows potential as a decent golf game for the sports-starved Dreamcast.



XENA

WARRIOR PRINCESS

THE TALISMAN OF FATE

"YOU FIGHT LIKE A WOMAN"
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Just like the show, each of Xena's
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fighting techniques



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includes a roster mode, plus team
and single battles



Pit 4 fighters simultaneously in
the revolutionary 4-player mode



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PREVIEW

VIDEO SYSTEM RÉSUMÉ

A relatively new developer, Video System's previous projects include *F1 World Grand Prix* for the N64 (which was met with good reviews early this year: 8.0, 7.5, 8.5, 7.0), *Harrier 2000* and *Aerofighters Assault*.

F1 World Grand Prix

Publisher:	Video System/Sega
Developer:	Video System
Players:	1-2
Genre:	Racing
% Done:	85%
Release:	November 1999
Also On:	N64, GBC, PC
Web Address:	www.videosystemusa.com www.sega.com

The Good: Gorgeous graphics with an amazing amount of detail on the tracks and cars.

The Bad: Some frame dropping and slowdown in places.

And The Winner: Michael Schumacher.



The weather effects are all much more dynamic than anything you will have seen before. It looks impressive while you're playing, but when you watch the replay (above) it looks almost real.



LOOKING GOOD

Check These Out

Damn, this is a fine-looking game. Doesn't it look fantastic?



Beautiful isn't the word. Video System has done an incredible job with the graphics on *F1 World Grand Prix*; the level of detail in the cars and the tracks is simply stunning. Just check out the screenshots. It looks great doesn't it? When you see it with all the weather effects switched on, it has the same visual quality as Sega's NFL 2K. If you go straight to the benchmark course for F1 games, Monaco, you are treated to one of the most realistic racing environments ever produced in a simulation. Let's hope that the team can ensure the frame-rate does justice to the visuals—the demo version of the game we've played suffers from some severe slowdown. All is not lost though...as we go to press the game is still a month away from completion.

So...yet another racing game for the Dreamcast. What does this one offer that others don't? Well, for a start it's a full-on simulation of the 1998 Formula One season. What's that? The 1998 season? No, we're not entirely sure why that is either...especially seeing as the 1999 season is now over. Apparently the team wanted to be able to simulate all of the events that happened throughout the season to make things as realistic as possible. So if you want to see some ridiculous Constructors Championship politics in action, and Eddie Irvine getting screwed by Ferrari at the end of the season after Schumacher broke his leg, you'll have to wait until next year's

inevitable release. Kudos to Video System for wanting the maximum level of realism...but it does seem a bit odd racing with what feels to be the wrong drivers in the wrong teams. This doesn't detract from the overall experience though. Imagine the *Psygnosis* F1 games on PlayStation, only dummed down a little bit, without Murray Walker's desperately enthusiastic commentary (oddly, the version we played only had some seriously condescending pit-radio chatter and no commentary at all), and with some seriously funky drum and bass music which you'll no doubt want to switch off. It's certainly a better 'serious' racer than Sega's *Flag-to-Flag*—so real gearheads might want to check this out while they wait for *Sega GT*. 🏎️



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SOUL FIGHTER



An evil curse has fallen on the kingdom of Gomar, turning it's inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.

GAME FEATURES:

- ▶ Single player 3D fantasy combat
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Your enemies will stalk, attack in groups and even steal reinforcements, watch out!

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Sega Dreamcast





PREVIEW
GALLERY

QUARTERMANN GETS IT RIGHT AGAIN

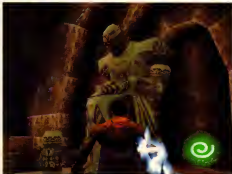
The story as it appeared in *EGM* Issue #325, August 1999.

THE RUMOR: Legacy of Kain Soul Reaver will be coming to Dreamcast.
THE TRUTH: It seems like a pretty obvious fit for Eidos/Crystal doesn't it? The game is bound to be huge on PlayStation—the PC version looks gorgeous and utilizes 3D technology to the max and Eidos has a Sega license. Top this off with the fact that there is something of a 3D action/adventure "hole" in the DC lineup and things seem very likely.

Legacy of Kain: Soul Reaver

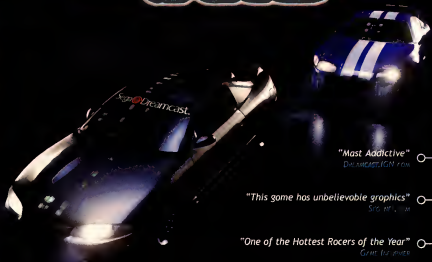
After being the first magazine to print rumors of the game's existence in Quartermann back in the August 1999 issue of *EGM*, we're pleased to be able to bring you the first screenshots of what will no doubt be a huge hit for the Dreamcast.

Although using the same basic game code as the PC and PlayStation original, the team at **Crystal Dynamics** has been able to go back to its original graphics data and make use of it in its full 32-Bit color and hi-res glory. In supplement to this, they've also been able to up the poly count in both the backgrounds and the characters to give everything a much more solid and realistic feel. Representatives from the game's publisher, **Eidos** tell us that the game should be out in **March**.



IMPORT
TUNER
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Tokyo Xtreme Racers



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SFG.MTV.COM

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"Better than any console racer to date...period"
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PREVIEW
GALLERY

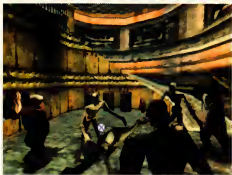
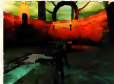
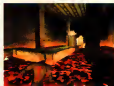


DID YOU KNOW?

In addition to being a game, *Shadow Man* is also a comic book. It has the same horrific-looking style and adult themes from the game.

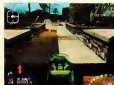
Shadow Man

Obviously the first noticeable difference between this version of *Shadow Man* and the PlayStation and Nintendo 64 versions is the graphics. But we're not sure if these screenshots do the amazing visuals in this DC offering justice—the thing looks downright spectacular with all sorts of moody and brilliant effects. Some say they look more vivid than even the PC version. Other additions include areas populated with more objects. Look for it in **November** from **Acclaim** and **Acclaim Studios-Teeside**.



Re-Volt Racing

Some issues we had with the N64 and PS versions of *Re-Volt Racing* involved choppy frame-rates (which hampered control) and uninspired visuals. Thankfully, all of that seems to be changed. This DC version of the game from **Acclaim Studios-London** brings out the real worldness of this game—stuff on sidewalks and in grocery stores looks the way it should. The frame-rate is really nice as well. Look for it in **November**.



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PREVIEW
GALLERY

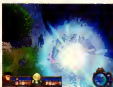
DEAR RAYMAN AND ED (OF TONIC TROUBLE),

We understand being limbless mascots is no walk in the park. It's difficult enough as it is to get a leg up in this competitive market, so we thought we'd lend you a hand. The Limbless Association (www.limbless-association.org) is waiting with open arms to give you the support you need.

Love, EGM

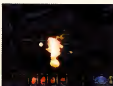
Legend of the Blade Masters

There's certainly no shortage of role-playing games on the Dreamcast—**Ripcord Games** is planning on bringing out this 3D RPG in **March of 2000**. You play Erik Valdemar, who joins others to learn the powers of magic and fend off alien creatures who have assimilated the land's inhabitants. Shown here are screens from the PC version, but the game should look exactly the same on the Dreamcast.



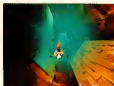
Arcatera

Part RPG and part point-and-click puzzle-solving adventure game, *Arcatera* is a unique title that's well worth checking out. The non-linear story line involves a detective who has three weeks to stop a satanic cult. You'll have more than 100 environments to explore and more than 120 characters with whom to interact. **Ubi Soft** is planning on releasing this **Westka Kommunikations**-developed game in the **spring of 2000**.



Rayman 2: The Great Escape

It's Ray, man. **Ubi Soft** brings its star character to the DC in style. As Rayman, you've got to rescue your friend, Globbox, from a band of no-goodnick pirates. The DC version's high-res graphics move at a silky smooth 60 frames per second, giving it more of a cartoony feel. All the action and adventure of the N64 version are intact, only much, much prettier. *Rayman 2 DC* is due in **March**.



35

The number of licensed vehicles in Test Drive 6. Audi TT, Lotus GTs, '69 Charger...

Test Drive 6

TD 6 for the Dreamcast offers more of the same hot-roddin' action only with prettier graphics and more cars. This game is packed with 'em: The Toyota GTs, TVR, Panoz, Audi TT and lots more. Modes include Race, Pursuit, Two-player and Practice. Look for this **Infogrames** title in **November**.



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PREVIEW
GALLERY

"pretty much whenever PS2 is set for release."

- A *Sega of America*'s representative's response when asked about a release date for *Sega GT* in the U.S.

Sega GT: Homologation Special

Yes! **Sega** finally gets serious with a racing simulator that's looking to compete head-on with the likes of *Gran Turismo 2* and *GT 2000*. **Sega GT** will feature more than 100 real-life cars from major Japanese manufacturers like Toyota, Nissan, Honda, Mitsubishi, Subaru, Isuzu, Mazda, Daihatsu and Suzuki. An Internet mode will also be included. **Sega GT** will be out this **winter** in Japan. There's no official U.S. date yet.



SNK vs. Capcom

While **SNK**'s been working on the Neo-Geo Pocket Color version of the **SNK vs. Capcom** fighting and card battle game, **Capcom**'s been busy with the Naomi and Dreamcast versions. These screens are from an early preview, but the potential of the long-overdue grudge match has us very excited. **SNK vs. Capcom** is slated for a **winter** release in Japan...no word yet on a U.S. date.



Black Matrix A/D

Black Matrix A/D, from **NEC/Interchannel**, is a direct port of a Saturn game with the same name. It's a strategy/RPG that tells the tale of a world powered by virtues and stark contrasts between good and evil. You spend the first year of your existence training with a teacher; everything you choose to learn there will affect how your character specializes. **Black Matrix A/D** is out **now** in Japan.



You must be **dreaming.**



The number of Street Fighter games that came out for the U.S. arcades (from Street Fighter to Street Fighter: The Movie to Street Fighter EX2 Plus), not counting Pocket and Gem Fighter or any of the Vs. games. Yikes.

For a comprehensive look at the venerable fighting game series, check out <http://videogames.gamespot.com/features/universal/sfhistory/games.html>

Langrissar Millennium

With Langrissar Millennium, Masaya hopes to win over its fans which have complained about the direction the strategy RPG series has taken. The Dreamcast version, released this month, is also the first of its kind to employ 3D graphics during combat. There hasn't been a Langrissar game released in the U.S. since Warsong on the Genesis; however, with games like Gundam coming out here, there's still hope yet!



Street Fighter III: World Impact

Capcom has decided to bundle the first two versions of SF3 into a nice Christmas package for the kids. The only problem is, SF3: Third Strike won't make it into the collection, and the differences between SF3 and Second Impact are fairly minimal. Expect the Dreamcast version of SF3 to be arcade-perfect in quality. SF3: WI comes out this December in Japan. Capcom will surprise us with a U.S. release sometime in 2000.



Death Crimson 2

Dreamcast's second light-gun game goes by the name of Death Crimson 2 (electric boogaloo). Cole's gun game brings back the nostalgic days when we blew away something other than zombies. One cool innovation is the ability to look up, down, left and right with the D-Pad built into the Dreamcast light gun. Up to two players can ride through the bowels of hell on Nov. 25. No word on a U.S. release date.



Maken X

We showed you **Atlus'** Maken X months ago, and we're bringing it back. After playing it recently at TGS, we can safely say it is one of the most bizarre and intense first-person shooters ever. Fighting is done melee style with your sword, while holding down the R trigger locks your view to the enemy. The game is slated for a winter release in Japan, and Atlus is considering a possible U.S. release. We certainly hope the overtly demonic theme and atmosphere make it intact through the localization.



Overtake

... BY ANY MEANS NECESSARY!

"The spiritual successor to Destruction Derby 2"
- PS1 100's Independent PlayStation Magazine

★★★★ - Official PlayStation Magazine

"If Demolition Racer™ were any more difficult to put down, it would be a controlled substance!" - Adrenaline Vault

"Demolition Racer™ is more exciting than any of the Destruction Derby games!"
Electronic Gaming Monthly



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-SegaDreamcast.net

The Dreamcast handles Evolution's beautiful
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that...puts Final Fantasy VIII's otherwise
amazing aesthetics to shame."

-EGM

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AGAINST THE 8TH EMPIRE & DISCOVER
THE MYSTERIES OF ANCIENT PANNAMIN AND
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THE POWER OF THE SEGA DREAMCAST™.
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PREVIEW

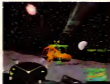
Battlezone: Rise of the Black Dogs

Publisher:	Crave
Developer:	Climax
Players:	1-4
Genre:	Action/Strategy
% Best:	70%
Released:	March 2000
Also On:	PC
Web Address:	www.cravegames.com www.battlezone64.com

The Good: All these new modes and features exclusive to the N64.

The Bad: The command interface still needs some work.

And The Ugly: Getting squashed by an enemy hover tank while on foot. Gross.



Utility vehicles like this scavenger are vital to your success. It's always a good idea to protect it.

The A.I. will take advantage of players who leave important structures unguarded. While you're away the enemy might sneak in and trash your base.



Been wonderin' how to serve up an old classic on a 64-bit console? Well try this recipe for *Battlezone: Rise of the Black Dogs*. Take one cup real-time strategy (a ripe *Command & Conquer* should do fine) and one cup first-person shooter (a la *Quake*), add a dash of planetary exploration and a generous helping of "bio-metal," throw it all in a genre blender, set to liquefy, pour into an Nintendo 64 cartridge and serve to one to four players chilled.

Let's take our time machine back in time for a second. The year is 1962. The Americans and Soviets have somehow orchestrated the world's biggest cover-up, and we're not talking the recovering of alien bodies or the capture of some swamp gorilla.

While we civilians were busy picking our noses, the cold war duo snuck whole armies to the different planets in our solar system. Why, you ask? To gain control of mysterious alien alloy deposits known as "bio-metal" and use it to build advanced weapons. Whoever gets the most bio-metal could win the war.

Battlezone developer Climax is taking the *Activation* PC hit and not only faithfully porting it, but adding new Nintendo 64-exclusive features as well. Players choose between the Americans and Soviets of the PC version, or they can opt to be members of the renegade Black Dogs. You can play the full *Commander Mode* game which includes all the strategy elements, like building structures that will produce troops and commanding multiple units at one time. Alternatively, you can just blast away at the enemies and collect repair and ammo power-ups without bothering yourself with the strategy part in the new *Arcade Mode*. The other new feature, *Pilot Mode*, allows players to be a member of an elite squad of hover-tanks following specific mission orders from your commander. Of course, you can always blow up three of your friends in the various multiplayer options: *Death Match*, *Capture the Flag* or *Arena Battle*.

Battlezone supports hi-res with the RAM Pak, and the PC's complicated controls are porting over nicely to the N64's controller. Action and strategy fans should be in for a treat. 🐶

HISTORY LESSON

Toy Soldiers



You know all about the *Battlezone* coin-op Atari released in 1980, right? Gamers played this vector-graphics tank sim by peering at the screen through a small view slit (early machines had plastic covers that blocked the rest of the screen) and wrangling two control sticks to maneuver the treads of the tank. OK, but did you know retired Army brass actually commissioned Atari to build a more realistic version of *Battlezone* to train drivers of the Bradley Fighting Vehicle? Although he wasn't keen on the idea, designer Ed Rotberg built a \$30,000 prototype. Only a couple of these rare super *Battlezones* exist today.



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PREVIEW

Tony Hawk's Pro Skater

Publisher:	Activision
Developer:	Edge of Reality
Players:	1-2
Genre:	Action
% Done:	50%
Release:	March 2000
Also On:	PS
Web Address:	www.activision.com www.tbps.com

The Good: Improved graphics and a smooth frame-rate.

The Bad: N64 controller could lead to botching moves.

And The Ups: Getting repeatedly run over by an angry Minneapolis cab driver.



Jam on the city streets (just watch out for the cabbies).



One of the cooler levels takes place in Roswell, N.M. Wonder what kind of secrets one can find here...

SKATEBOARDING HISTORY

Dream Fulfilled



This past summer at the ESPN Summer X Games, Tony Hawk achieved what was considered to be the "holy grail" of skateboarding (and his personal career goal), the 900.

After a few misses, Tony eventually landed the difficult maneuver (the first time ever), sending the crowd into a complete frenzy. The 900^o is one of Tony's Specials in Pro Skater, so if you manage to land it, give yourself a pat on the back and proclaim, "I am Tony Hawk!"

Tony Hawk's Pro Skater, recently released on the PlayStation, could very well be the sleeper hit of the year. It was hailed by many (including the Review Crew) as the best skateboarding game they've ever played. The popularity of Mr. Tony Hawk is gradually increasing, so now Activision is making sure that N64 gamers don't miss out.

For those of you not familiar with the greatness that is Tony Hawk's Pro Skater, here's a brief rundown of the game. Pro Skater features nine real-life skateboarding professionals like Tony Hawk, Bob Burnquist and Bucky Lasek. There are a total of nine locations to skate, including abandoned warehouses, New York malls, downtown

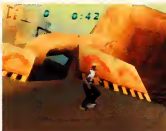
Minneapolis and the streets of San Francisco.

The most addictive part of the game by far is Career Mode. Pick your skater and begin your tour of the various locations. By performing various tasks you can collect "tapes," which unlock new boards (increasing your stats) or new levels. If life on the tour is too much pressure, Free Skate mode gives you all the time in the world to improve your skills.

The port is being done by Edge of Reality, previously known for their work on *Monster Truck Madness 64*. From the look of this early build, the game is coming along quite nicely. It now runs in a slightly higher resolution, and the frame-rate is noticeably smoother compared to its PlayStation cousin. Most surprising of all is that Edge of Reality managed to cram some of the songs on the PlayStation soundtrack onto the N64 cartridge, lyrics and all. The sound quality is lower, naturally, but it is still an impressive feat.

The only problem that may arise in this version is control. The C buttons on the N64 controller are used for pulling off tricks, but because they're so close together it's a bit trickier (excuse the pun) to pull off the desired trick. Also, the analog stick doesn't seem as responsive as the PlayStation's Dual Shock stick.

Tony Hawk's Pro Skater for Nintendo 64 will be out in March of 2000, and looks to be an excellent port of an excellent game. 🍌





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PREVIEW
GALLERY

READING MATERIAL

If you're interested in learning more about *Tarzan of the Apes* (the book by Edgar Rice Burroughs, that is), check out the Online Literature Library for the full text: www.literature.org/authors/burroughs-edgar-rice/tarzan-of-the-apes/

Supercross 2000

Why must every company release a motocross game at once? Is there something we don't know? EA's *Supercross 2000* takes a slightly different approach by playing up the freestyle option. Hit the ramp, fiddle with the joystick and watch your rider perform some nifty maneuvers. Like snowboarding, you're judged on style and difficulty. Regular racing packs over to tracks and lots of real riders—Larry Ward, Jeff Emig, Damon Huffman and several others. Control is a bit tricky—instead of the standard hard-lean option you have to manipulate the clutch and brake to make the corners. Even then it's not as fluid as we'd like. Unfortunately the bikes are not licensed but they do come in 125 and 250 classes. *Supercross 2000* is **available now**.



Tarzan

Like the PS version based on the Disney film, this N64 *Tarzan* puts you in control of everyone's favorite apeman. Gameplay is fairly simple, geared more toward a younger gamer, as are the cartoony graphics. Most levels are side-scroller in nature, but some spice up gameplay with things like an elephant stampede, bird flight and vine surfing. Look for this one in **January** from **Activision** and **Eurocom/Disney Interactive**.



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PREVIEW
GALLERY

World League Soccer 2000

Is it suicide to go up against FIFA and ISS Soccer (two great soccer series)? Perhaps, but **SouthPeak** is hoping this **Q1, 2000** release will capture its fair share of the market. Developed by **Silicon Dreams**, WLS2000 features more than 200 international teams (but no MLS license at the moment), varying weather conditions and commentary by Peter Brackley and Ray Wilkins. Yeah...we don't know who they are either.



Big Mountain 2000

Among the numerous snowboarding games for the N64, Big Mountain throws something different into the mix: skiing. What you get is a snowboarding and skiing extravaganza...or something like that. Really, it has standard extreme winter sports game stuff: different racers with licensed boards and gear, various types of play, courses and modes. Look for it in **December** from **SouthPeak** and **Imagineer**.



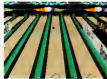


KING PIN

Brunswick Circuit Pro Bowling is OK, but man are the bowlers boring. They could take a lesson on style from the movie *Kingpin*.

Brunswick Circuit Pro Bowling

Remember this PlayStation title from awhile back? The N64 version is basically the same game. Take your average-looking bowler on several worldwide lanes for Tourneys, Skins and Exhibition play. Create-a-bowler lets you build the perfect athlete to compete with the real pros in the game. Line up your shot, give it some spin and go. **THQ** will release BC Pro Bowling in **December**.



NHL Blades of Steel 2000

Konami's *Blades of Steel* has been around for a long time. The recent installments haven't exactly lit the gaming world on fire, and...uh, well...we're still waiting. Anyway, this latest N64 incarnation looks unique. The players appear almost cartoon-like with their lanky arms and legs. Perhaps Konami is trying something new. At 40 percent completion, details are scarce on *NHL BoS 2000*. Look for it in **March**.



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SOUTH
PARK





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2.A. Champagne Ruby Tiram
3.A. Eggplant With Gelatin

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PREVIEW

Gran Turismo 2

Publisher:	SCEA
Developer:	Polyphony Digital
Players:	1-2
Genre:	Racing
% Done:	90%
Release:	December 1999
Also On:	None
Web Address:	www.playstation.com
The Hook:	More cars, better graphics, more tracks. More, more, more!
The Risk:	Your social life will be seriously affected.
And the Top:	Some of those European cars. Citroën? Yuck.



Not only are there considerably more cars in GT2 than any other game you could think of, but the styles of vehicles are many and varied. This isn't just a bunch of GT sports cars racing round in circles. This time we get cool European coupes like the Pininfarina-designed Fiat Coupe (top left), cool muscle cars (middle), tricked-out GT1 and GT2 racers and minis like the Daihats.

AT-A-GLANCE

Why is GT2 Better Than GT?

- 40 different track combinations with different styles of courses including:
 - Street courses
 - World-renowned racetracks
 - Rally racing
- Laguna Seca Raceway is accurately modeled in the game.
- There are more than 500 cars this time.
- Includes muscle cars like the Mustang and Camaro.
- Real-life tuners help you set up your cars, including TWR, Audi Sport, AMG and Ford Racing.
- Racing brands such as Quaker State, Michelin, Bridgestone, elf and Alpine have a presence in the game.
- There are 60 different license tests this time...44 more than the original (this is good or bad, depending on your point of view.)
- 3D graphics have been improved by 20%, pushing the power of the PlayStation even more than the original game.

The original Gran Turismo is still one of the biggest-selling PlayStation games of all time. Gearheads everywhere are completely obsessed with this thing—it may even be responsible for selling lots of PlayStations. There's no telling what the opportunity of driving race-ready NSXs or Dodge Vipers will do to the mind of the average 20-something, red-blooded guy. Well, girlfriends and wives everywhere be warned...the sequel is nearly upon us, and this time there's a LOT more to get excited about. 500 cars, lots of new race options and all manner of grooviness. We won't go into it here...just check out the list over there on the left for all the reasons why the new game is better than the first one.



In development since the original was released last year, GT2 is the vision of Kazunori Yamauchi, the head of Polyphony Digital and a self-confessed gearhead. "As a child I dreamed of being a race car driver," he confesses. "It's more unlikely in Japan even than in the U.S. or Europe. I always wanted to work with cars." Well, he certainly got to do that. The team spent some considerable time with driving schools around the world including the Skip Barber school at Laguna Seca where much of the development work for sounds, textures and general game "feel" was researched. (See next page.)

The new game is much more of a global undertaking than the original, and is a very positive step forward toward Yamauchi's ultimate vision. "My goal is that every user can drive the car that they drive, the car they want to own and admire." With so many vehicles in this version, it certainly seems likely that there's something for everyone. This coupled with the numerous racing options that vary from road tracks, to 'real' raceways, to dirt tracks for rallying and drag strips, would seem to indicate that there's going to be a lot of replay value in GT2.

While part of the charm of the original game was simply being able to drive brutish vehicles very fast,

Thanks to the improvements in the graphics technology this time, the cars look even more detailed than before. Polygon and texture data from GT2 is also being shared with the team working on the PS2 launch game... GT2000.



EGM SCORES AGAIN

EGM was the first magazine to bring you in-depth info on GT2 back in our June issue (#119). In this issue, we interviewed the team and showed exclusive screenshots of the game as it was developed.



the objective-driven parts were limited to the 16 elements of the driving test section. Thanks to the help of a number of driving schools, the new game features a much broader structure in this area and now incorporates 60 different tests which help push your progress through the game. The structure is no longer a strict certificate-based thing...the new game adapts what it opens up for you based on your abilities as a driver. The ultimate goal of this is to help the game simulate what it's really like to drive in certain conditions. "I want the cars in the game to

feel exactly like driving that particular car on the road," Yamauchi tells us. By working through the tests, you're never going to end up trying something that you're not ready for. Trying to get a cool Viper through the corkscrew at Laguna Seca takes some skill after all!

Whether this will prove to be a cool way of working through the game is yet to be seen. However, you don't have long to wait as now, after a number of delays, Gran Turismo Sport has a definite release date of early December. 🚗

Researching GT2 At Laguna Seca Raceway

1 Shinobu Sawamura and helper gathering track data at Laguna Seca. 2 A rare specimen of the Ford GT40...the team was not allowed to drive this classic. 3 Kazunori

Yamauchi...the man behind Gran Turismo. 4 Sound engineers recording exhaust tones. 5 Shinobu Sawamura, track designer. 6 The team working on 3D models based on photography.

7 Dodge Viper. 8 Viper going around the corkscrew at Laguna Seca with Yamauchi-san at the wheel. 9 Kazunori Yamauchi walking the walk to his muscle car at Laguna Seca.



LOTS TO DRIVE

500 Cars

Although a final list of vehicles is yet to be announced, we do know that Gran Turismo Sport boasts more than 500 different cars—with manufacturers represented from all over the world. Here's the most up-to-date list we have:

Alfa Romeo
Aston Martin
Audi
BMW
Chevrolet
Chrysler
Citroën
Daihatsu
Dodge
Fiat
Ford
Honda
Jaguar
Lancia
Lister
Lotus
Mazda
Mercedes-Benz
Mercury
MG
Mini
Mitsubishi
Nissan
Opel
Peugeot
Plymouth
Renault
RUF
Shelby
Subaru
Suzuki
Toyota
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1 million

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Galerians

Platform:	Crave
Developer:	Polygon Magic
Players:	1
Genre:	Adventure
% Done:	70%
Release:	March 2000
Age Gr:	None
Web Address:	www.cravegames.com
The Good:	Excellent story, ambience and character designs.
The Bad:	You may prefer guns over pyrokinesis and ESP.
And The Why:	Popping melons when you can no longer contain your power.



Two guards are about to get a flavor of the Nalcon serum (above right). Rion sets a hapless victim on fire with the Red serum (above middle). FMY flashbacks show you all the grisly details (above left). Rita's cute, yeah, but she's a real bitch (bottom left). Rion with a full AP meter and a raging headache (bottom right).

POPPIN' FRESH

Melon Head



You awaken from a long slumber in a sterile metallic room. The hum of machinery and the wash of fluorescent lights overhead provide your only clues—you're in a test subject in a lab, somewhere. You ask yourself, "Who am I? Why am I here?" but there's only an empty echo in your head. Stumbling out into the adjacent room, you feel an intense pain behind your eyes and temples. A technician sees you and you try to run away, only to collapse and writhe in pain. Something strange has happened to your body...

Galerians puts you in the role of Rion, a boy with immense psychic powers trying to unravel the mysteries of his past and future. Underneath Galerians' "survival horror" pastiche is an action adventure that borrows heavily from such movies as *Akira*, *Scanners* and *Firestarter*. To achieve a seamless level of suspense, developers Polygon Magic worked with veteran storyteller Chinfu Kang and popular manga artist Shou Tajima (Madara). Tajima gives the Galerians a memorable supporting cast that includes fellow "child psychics" Lillia, Rainheart, Rita and Birdman.

While the gameplay of Galerians feels similar to that of the *Resident Evil* series (walk around pre-

rendered scenes, solving puzzles and such), there are unique differences which set this game apart. Rion's only weapon is his psychic power; in order to use it, you'll need to shoot yourself up with PPECs (Psychic Power Enhancement Chemicals) which provide you with different abilities. The Nalcon PPEC allows you to cast telekinetic shockwaves (which kill people, of course). The Red PPEC accelerates the molecules of your victims and ignites them into flames (yup, it's fatal too). A shot of the D-Felon PPEC lets you lift your enemies off the ground to slam them against walls and floors (people tend to die when this happens).

To balance out all this power, Rion's AP meter will inch slowly toward critical mass each time he uses the powers. Once the AP meter maxes out, anybody within five feet of Rion will suffer a massive head hemorrhage—*Fist Of The North Star* style. However, your body can't stay overloaded for long as you'll continually take damage from the effect. Taking a Delmetor pill will neutralize your AP, but they're hard to come by so choose your fights carefully.

Crave assured us that Galerians will go through no censorship for the American audience, even while the game contains graphic violence and rampant pill popping. William S. Burroughs would've been proud. For the mature audience that's tired of shooting zombies in a city of raccoons, Galerians is definitely the one to watch for. 🐉



By pressing the triangle button, Rion can read imprints of traumatic events and catch a glimpse of how it happened.

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PREVIEW

Chocobo's Dungeon 2

Publisher:	Square EA
Developer:	Square
Players:	1-2
Genre:	RPG
% Done:	90%
Release:	January 2000
Age Gr.:	None
Web Address:	www.squareoft.com
The Good:	Random dungeons add to the replay value.
The Bad:	Might be too simple for older gamers and too complex for the youngsters.
And The Why:	Collecting tons of magic books, then getting axed by Doom in one hit.



The dungeons in *Chocobo's Dungeon 2* are randomly generated each time you enter them...

...as are the various enemies that Chocobo and friends encounter inside. Here, Chocobo unleashes a fire spell on an overly aggressive black mage.



THE NAME GAME

Over There

This is the second game in the *Dungeon* series, the first being *Chocobo's Mysterious Dungeon* (released in Japan only). In order to avoid another confusing game nomenclature, Square EA has decided to keep the "2."

In review (Japanese game listed first, followed by its U.S. title, if any):

- Final Fantasy (Final Fantasy)
- Final Fantasy II & III (unreleased)
- Final Fantasy IV (FF II)
- Final Fantasy V (same, released in FF Anthology)
- Final Fantasy VI (FF III)
- Final Fantasy VII & VIII (same)
- Chocobo's Mysterious Dungeon (unreleased)
- Chocobo's Mysterious Dungeon 2 (Chocobo's Dungeon 2)

Let's not even start with the Game Boy versions...

He's cute, yellow and feathery, and as soon as genetic engineering allows it, he'll be in the homes of all dedicated Squaresoft fans worldwide. He's the Chocobo, and Square is utilizing everyone's favorite "not-quite-a-bird" to introduce the younger demographic to the world of RPGs. In *Chocobo's Dungeon 2*, the curious Chocobo teams up with Mog, an adventurous young Moogee, in search of treasure that is supposedly hidden deep inside mysterious dungeons.

At first glance, the gameplay seems rather simple: Chocobo can move and attack in eight different directions, and the battles can best be described as "live turn-based." Any action (walking or attacking, for example) makes up one turn. After the turn is

over, all enemies in the dungeon take a turn. The only difference between this setup and your typical RPG is that you can constantly be on the move. This sounds very simple, but after a few hours of play, a hidden level of depth is revealed. Chocobo can pick up a large variety of items and equipment, and then combine them to produce upgraded saddle armor, claw weapons and powerful potions. The only drawback to this system is that every time you perish inside of a dungeon, all the items that were in your inventory disappear.

Each dungeon is randomly generated, making the game different every time it's played. Items, enemies and staircases to the next level are also randomly placed, as well as various traps, teleports and transformation pads. Another nifty feature is simultaneous two-player action (*Secret of Mana* fans, take note).

The game's overall style is decidedly cartoon-like. The surrounding landscapes are very bright and colorful, and the dungeon enemies are your typical Square-fare, with just a hint of super-deformity. The music is also very happy and upbeat, just what one would expect in such a lighthearted game. It's good to see that Japanese companies like Square are bringing over games that aren't quite "sure things." While not the most hardcore RPG out there, *Chocobo's Dungeon 2* looks to be different enough to attract some new fans to the genre. 🐣



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Ace Combat 3

Publisher:	Namco
Developer:	Namco
Players:	1
Genre:	Action
% Done:	60%
Release:	February 2000
Also In:	None

Web Address: www.namco.com

The Good: Awesome gameplay and multiple endings.

The Bad: Namco is cutting out some voices and cutscenes.

And The Info: Good luck finding anything ugly in this game.



In Ace Combat 3, four warring corporations battle for control of the skies. Join them, or be a lone wolf.

MISSING OUT

The Art of War

Will U.S. gamers ever get a chance to experience Ace Combat 3 in all of its glory? Perhaps we'll see it one day in an Ace Combat Anthology.




It took a little longer than expected, but Namco has finally announced a U.S. release for the third chapter of the hugely popular fighter plane series Ace Combat.

Namco has made a few drastic changes in this latest installment. First, instead of waging war against the country of "Generic" in Ace Combat 2, a complex story line is introduced to provide more of a reason behind the fighting. The plot is revealed through a series of pre-mission news broadcasts, in-game segues during missions and anime-style cutscenes after various stages are completed. Unfortunately for U.S. gamers, Namco has decided to scale back the amount of full-motion video, voices and cutscenes from the Japanese release. This move is surprising, considering the mature PlayStation demographic and the increased acceptance of story-driven titles (RPGs, adventure, etc.). It also begs the question "Why is it taking so

long to translate?" (The Japanese version was released back in May.)

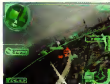
Another thing fans will notice is that the style of Ace Combat 3 is decidedly more futuristic. The standard aircraft like the F-15, F-16 and F-22 are again represented, but as the game progresses, you'll be thrust into the cockpit of some of the coolest fighters ever to be mistaken for UFOs in the Nevada desert. The game's front-end takes on the facade of a computer interface, incorporating "streaming" news broadcasts and map "downloads."

Aside from the new style, the gameplay remains basically the same—Ace Combat 2 fans should feel right at home. The mission structure consists of eliminating your primary targets, while either avoiding secondary targets or destroying them for bonus points (and showing off to your wingmen). But instead of accumulating points to purchase new aircraft—there are only certain aircraft available for each mission—your performance is judged by a letter grade. Just like Ace Combat 2, at various points in the game you can choose between two missions. This decision will obviously have an effect on the story and ending sequence.

It will be interesting to see just how much of the story will be cut, but regardless, fighter-pilot wannabes should be more than impressed with Ace Combat 3 when it arrives this February. 



The story changes depending on what corporation you join—friends may become enemies.



Meet the New Cast of Characters



Legacy of Kain: Soul Reaver



Fighting Force 2



Fear Effect



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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.





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PREVIEW

Tomba! 2: The Evil Swine Return

Publisher:	SCEA
Developer:	Whoopee Camp
Players:	1
Genre:	Action
% Done:	70%
Release:	January 2000
ESRB:	None
Web Address:	www.playstation.com

The Good: Tons and tons of mini-quests to embark on...some as action-packed as finding a basket.

The Bad: Most of the cutesy voice and the music. Yeuck.

And The Why: Does Tomba really have to ride the pigs like that?



Within a given area—even a small area—Tomba can be presented with mini-task after mini-task. Collecting objects, gathering water and much more await you.



THINGS TO DO

The Good Samaritan



If you played the first *Tomba!* you know the basics of the gameplay in this one. If you haven't played the original though, you're in store for a whole new kind of action/adventure game. You're presented with hundreds of tasks to complete—most of which involve helping the people of the land find and/or move someone or something. Some "quests" are ridiculously easy (like finding a bird's nest...in a tree), while others require you to go through several steps to complete. And of course, each of the steps is its own little task. Sure, it can get confusing, but that's half of the fun. You'll interact with dozens of people and visit all kinds of places during your quest.

Pigs. There's not much to like about them. They're dirty animals that wallow in their own filth—Sam Jackson's character taught us that in *Pulp Fiction*. If you agree, you'll enjoy *Tomba 2*. It takes hatred of swine to new levels.

The same pack of evil pigs from the first game has kidnapped Tomba's special lady friend Tabby, and also cast all kinds of wack spells over the land, turning it bad. Tomba is obviously PO'd about this and has to save her and the places he visits along the way. And like the first game, there are all kinds of tasks to complete throughout the game before you even come close to finding her.

For example, earlier on you come across a crank that operates a bridge that you need to cross. The

bridge is missing a gear, but in order to get the gear you have to find it in another area of the level. And it turns out the gear is next to a house that's on fire, so you have to put that out first. And the tasks pile up. As the game progresses the tasks get harder—although there seem to be quite a few simple ones thrown in for good measure.

At times, *Tomba 2* seems to be geared more toward a younger crowd (thanks in part to its silly voice work and cheesy music). But don't worry—there's still plenty of stuff in this sequel for hardcore gamers (goodies to find, secrets to explore, etc.).

You can find all kinds of items to equip—everything from a bucket to a squime! suit to a lunchbox. You'll use every item in the arsenal at one point or another—sometimes several times. Weapon-wise, *Tomba 2* isn't lacking. Stun an enemy with a particular weapon, and then do them in by jumping on their back, riding around on them for a couple of seconds and then slamming them down. You can also use some weapons as items.

While the solid gameplay in this sequel may be similar to the original, the graphics are leaps and bounds improved. The game's simply filled with rich, interestingly designed environments, full of vibrant colors and 3D models. It's a great-looking title.

Like the first *Tomba!*, some of the top brass behind the original *Resident Evil* and the creator of *Mega Man* are involved in the making of this game.



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PREVIEW

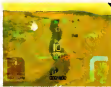


REMEMBER WHEN

...Warhawk hit the shelves in '96? The Singletrac game was a real hunder.

Eagle One: Harrier Attack

Publisher:	Infogrames
Developer:	Infogrames U.K.
Players:	1-2
Genre:	Action
% Done:	75%
Release:	February 2000
ESRB:	None
Web Address:	www.infogrames.net
The Good:	Controls OK and the explosions are nice.
The Bad:	A bit unrealistic, especially aircraft damage.
And the Ugly:	The story line is really unbelievable.



Eagle One walks the fine line between sim and arcade quite nicely. At no point do the controls become overly frustrating or does the action get too unbelievable...well, maybe a little.

CINEMATIC

Cutscenes

The game uses video clips of war-like situations.



Eagle One: Harrier Attack takes the best of a chopper sim (mainly hovering) and mixes it with high-speed dogfights and loads of mission-based action. The Gulf War/terrorist atmosphere is fueled by FMV scenes of destruction and chaos as depicted by the national news.

Normally we wouldn't waste your time explaining the plot of a game like this but it's kind of interesting. A terrorist group has detonated an electromagnetic pulse bomb over Hawaii rendering all means of communication on the islands dead. The military bases are in utter chaos. The president himself dispatches a group of highly skilled marine fighters to regain control. It's up to you and your crew to liberate all five islands one by one.



Wow, what a great place to have a war: Hawaii. It's not as cheesy as it sounds, however. Basically each island requires you to complete five missions in succession. They range from the typical blow-up-the-enemy convoy to performing surgical strikes in a city still crawl'n' with civilians.

The Harrier jump jet can hover as well as fly like normal (obviously). You unlock four other craft—the A10s, Rescue Copter, F16 and a special stealth Raven Jet as you complete missions.

Flying involves the usual skills: throttle, heading, altitude, etc. All functions are displayed on an easy-to-read HUD display unless you're using the tail cam. A woman's voice announces certain actions like weapon selection and heading...a nice touch. Controls are easy to learn and become second nature quickly. The hard part is aiming your guns and firing while eluding enemy rockets.

Weapons consist of 25mm cannons, unguided rockets, air-to-air and air-to-ground missiles plus laser-guided bombs. Guns are replenished at the home base but refueling can be done via air-tanker.

Two-player split-screen lets you pick the location, weather and rules of the battle, (first to a set amount of kills, etc.). In addition, a friendlier Cooperative Mode gives you and a friend a chance to blow stuff up as a team.


Aside from the story line, Harrier shows a lot of promise as a flight sim/arcade shoot-'em-up. 🛩




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PREVIEW
GALLERY

MISS KITTY

The delectable Miss Kitty would appear to be the WWF's new 'star' attraction, as you'll no doubt see in her huge photo spread in the January issue of *WWF Raw*. Previously a personal assistant at the WWF, she is now establishing herself as a strong contender.

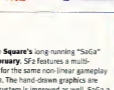


WWF Smackdown

THQ has done their best to imitate the glitz and glamorous testosterone-enhanced soap opera with their latest wrestling effort, *WWF Smackdown*, which will be released in **Q4 2000**. *Smackdown*, developed by **Yukes**, has as much going on in the ring as out of it. A television-style presentation allows you to witness backstage plots as they unfold. WWF superstars will plan ways to undermine your wrestling skills with acts of betrayal and surprise.

The game moves very quickly (it uses the Touken Retiuden engine, the most popular and refined wrestling series in Japan), and all of the wrestlers you see on TV are present with loads of moves and all the finishers to bring the flash bulb-happy fans to their feet.

More on *Smackdown* later.



SaGa Frontier 2

SaGa Frontier 2, the latest entry in **Square's** long-running "SaGa" series, is headed to the U.S. this **February**. SF2 features a multi-scenario game system which allows for the same non-linear gameplay fans of the series have grown to love. The hand-drawn graphics are absolutely stunning, and the battle systems is improved as well. *SaGa 2* supports the PocketStation, too. Look for a full preview next issue.



Road Rash: Jail Break

Except for the last N64 version, the Road Rash series has been excellent. Jail Break offers more 3D action with some tasty new features. First off, a story mode, in which your mission is to free your pal Spaz from jail. Of course, you'll have to join a gang and complete a number of tasks to do so. Eleven weapons, super combo attacks and four-player, side-car play round out the new features. EA will release this game in **January**.



K-1 Grand Prix

Jaleco is getting ready to release the third installment of the K-1 kickboxing trilogy—Grand Prix. It looks and plays a lot like the last version but features a ton more fighters. Find it in **January**.



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KILLER FLICKS

When asked what movies helped influence *Fear Effect's* slick design and killer theme, developer Kronos told us: *La Femme Nikita*, *Akira*, *Blade Runner* and anything with Chow Yun-fat in it.

Fear Effect

We wanted to show you folks a few new screens of *Eidos'* *Fear Effect* (formerly *Fear Factor*). Why? We think the game's pretty f'in cool. This RE-style adventure has three playable characters (all tough-as-nails mercenaries), a gritty story line, *Blade Runner*-style environments and beautiful CG sequences that blend right into the gameplay (like *FFVII* and *VII*)...all on four CDs. *Fear Effect* will be out **early in 2000**.



Jackie Chan's Stuntmaster

We first took a look at *Stuntmaster* 50 years ago, but **Midway** assures us this one's still coming out. (by **February 2000**, they hope). The action/fighting game stars the man himself, Jackie Chan, in a series of *Final Fight*-style adventures. You'll actually see him doing some crazy crap—he learns new moves and stunts as he progresses in the game. **Radical Entertainment** is developing this brawler.



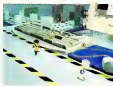
Tomb Raider: The Last Revelation

Last month, you saw the first renders of young 16-year-old Lara Croft. Here are some screenshots of her in action.



Micro Maniacs

Codemasters in the U.K. is bringing out the fourth *Micro Machines* game, *Micro Maniacs*, in the year **2000**. This time around, the racers are little biped creatures called *Maniacs*—gone are the lil' race cars from the previous installments. The gameplay will also be 3D (instead of just 2D playfields backed up with polygon graphics). **Codemasters** has not announced a U.S. release yet, but they probably will fairly soon.



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PREVIEW
GALLERY

ARCIMATION

Arc the Lad was turned into an anime series that ran on Japanese TV. That makes two Sony RPGs turned into anime, this and Popolocrois.



Arc The Lad III

SCEI and **Arc Software** have recently released the third in the popular Arc the Lad series. You once again suit up as young adventurer Arc, this time with somewhat more "mature" graphics. Combat is very strategy/tactics based—enemy characters are situated in their own screens. You battle and if you win, you can freely move about that screen. Also features a few PocketStation mini-games.



Dragon Valor

When we last saw **Namco's** work-in-progress RPG Dragon Valor, it was at E3 back in May. While the game looked promising, it seemed to lack a certain captivating spark in terms of design and graphics. Recently, Namco gave us another peek at the latest build of Dragon Valor and it's looking much more solid. We can't wait to get our hands on the import of this 3D action RPG in **December**. A U.S. release is set for 2000.



Samurai Spirits

You may know this popular fighting game series as Samurai Shodown here in the U.S. While we've seen a couple 3D Shodown games on the Neo-Geo Hyper 64 arcade system, none have been ported yet to the consumer market. This latest chapter, roughly translated as "Resurgence Of The Purple Blade" continues 20 years later, and features older versions of Hachmaru, Hanzo, etc. **SNK** will release this in **December** in Japan.



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AKIRA TORIYAMA

Chrono Trigger features the artwork of Akira Toriyama, known for the series Dragon Ball Z and his work on the Dragon Quest series.

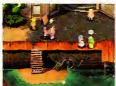
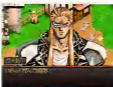
Chrono Trigger

In 1995 one of **Square's** most boundary-breaking RPGs was released upon the world. Chrono Trigger came out after Final Fantasy VI (II, at the time) and opened the mass market to RPGs. Join young Chrono and his friend Lucca as they accidentally stumble upon time travel and get whisked away into a series of adventures that are as engrossing as any of today's RPGs. Sure, the graphics are 2D old-school Super NES, but the gameplay is where it's at with this title. Additionally, animated sequences using Akira Toriyama's character designs have been created especially for this version. It also includes an additional scene at the end which ties it in with Chrono Cross (released just a week or so after Chrono Trigger hit Japan). CT is **available in Japan now**, but unfortunately Square EA currently has no plans to bring this out here.



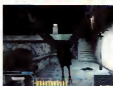
Growlanser

Fans of the long-running Langrisser series (remember Warsong on the Genesis?), listen up. **Atlus'** Growlanser boasts (aside from an interesting battle system) the team that worked on the original Langrisser series (I-V). Plus, Satoshi Urushihara returns to illustrate the character portraits which made the original Langrisser series so memorable. What we've gathered so far is that battles in Growlanser are a mix between action and traditional RPG elements. Import it in **November**.



Biohazard: Gun Survivor

For Biohazard: Gun Survivor, **Capcom's** combining two popular genres to give the ol' Time Crisis formula a new twist. We got our hands on a playable demo at the recent TGS and were delighted to discover that the game gives you total control over where you go on each level. With a Guncon, players point the gun away from the screen and fire once to move forward, keep the trigger down to run, pull the trigger twice and hold it down to backtrack, and use the A and B buttons on either side of the gun to turn left and right. The game also promises to have more depth by including adventure elements like finding keys, solving puzzles and using items. **Capcom hasn't set a release date just yet** but expect this to be a huge title sometime next year.





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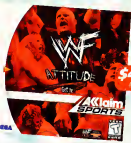
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PREVIEW GALLERY

EPISODE TWO NEWS

On Sept. 22 1999, George Lucas gave a live interview in a famous store called "Fnac" in Paris and it was broadcasted live through all the "Fnacs" in France. He revealed that in the next Episode, Yoda will be seen in a full combat scene—thus proving his status as 'Jedi Master.'

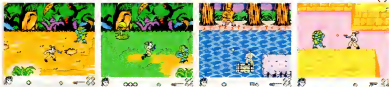
Star Wars: Episode One Racer

The first fruits of **Nintendo** and **LucasArts'** announcement about Episode One games on Game Boy, Racer is a top-down scrolling racing game which should be with us in time for **Christmas**.



Turok: Rage Wars

This winter, **Acclaim** will be bringing the N64 game to the GBC as a 2D action/shooter.



Mickey's Racing Adventure

This **end of November** release from **Disney Interactive**, **Rare** and **Nintendo** features a variety of popular Disney characters in a Diddy Kong-esque Game Boy adventure. Racing is the main theme of this title, but it's also filled with a number of other gameplay elements and mini-games (some of which are secret).



Micro Machines 1 & 2

It's surprising that these classic Codemasters games haven't made it to the Game Boy before. The simple yet effective design is perfect for the system, and developers **On-Line Ltd.** have done an admirable job converting it across for **THQ**. Expect to see this classic pack out in stores in **December**.



Armorines: Project S.W.A.R.M.

Based on the Nintendo 64 and PlayStation games of the same name, **Armorines** for GBC features plenty of action, weaponry, insectoid aliens and more, spread out over 13 levels (only this is done from a 2D perspective). Look for it in **December** from **Acclaim**.



Casper

Casper's uncles—Stinkie, Fatsy and Stretch—are up to their old tricks again, trying to scare a family out of their new manor. The Friendly Ghost has to disable their traps and solve puzzles to stop them in this game developed by **G3**. Casper is due out **Dec. '99/January 2000** from **Interplay**



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Use the mouse to aim and the spacebar to jump and right-click to shoot.



Press the left or right arrow keys to move and the spacebar to jump.



Prehistoric Isle 2

Can you believe it, these Neo-Geo MVS machines have been around for nearly 30 years now! And SNK still consistently pumps out 2D action titles. Prehistoric Isle 2 is a side-scrolling shooter in a very old-school sense. There's a plot buried in here somewhere, but nobody cares—it's all about dodging a screen littered with bullets and enemy sprites. **Prehistoric Isle 2 should be out in arcades by the time you read this.**



Garou Densetsu: Mark Of The Wolf

Mark Of The Wolf is the latest chapter in the fighting game series also known as Fatal Fury here in America. This time around, Geese Howard's son, Rock, is back and he wants a piece of Terry Bogart (now age 35). There isn't a release date for SNK's latest arcade fighter yet.



EPISODE TWO FACTS

Episode Two researchers have been visiting a Franciscan convent near Assisi that could serve as a temple for the Siths in the sequel. Also, locations at Mount Vesuvius, the active volcano that towers over Naples, have been scouted and this could be a possible backdrop for a duel scene. Maybe the oft-rumored battle between Anakin and Kenobi?

Star Wars: Episode One Racer

We've all seen the movie, played the N64 Pod Racer game, then played the PC version and wet ourselves...now get ready for an entirely new pod racing experience in an arcade cabinet. We know you know that LucasArts has an Episode One racing game in the works for the Dreamcast, but keep in mind the arcade version is an entirely new game being developed by Sega. We've been told that the folks developing this racer is the same team that was responsible for Sega Rally 2 on the Model 3. Don't expect a port to the Dreamcast either—this arcade racer is powered by a souped-up Naomi system, dubbed the Hikaru. **Sega has not announced a U.S. release date yet.**



Quick & Crash

Namco's latest venture into firearm amusement machines is much less a digital affair as it is an optical illusion. Q&C simulates a shooting gallery where you shoot cups, dishes and other items and watch them shatter and break with a puff of smoke. Very convincing, but none of it actually happens. It's low tech meets high tech, and it's out this fall.



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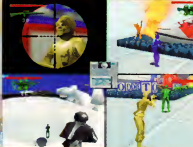
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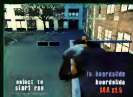
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Sega's console is here. It's a bit.
But what does the future hold?
With the competition's supersystems
only a year or so away, gamers can't
decide whether to shop now or shop later.
EGM helps make the big decision...

...should you buy a Dreamcast or wait?

Photography by Rafael Fuchs

We have seen the future of gaming, and it is confusing. Case in point: Sony will unleash its PlayStation2, a monolithic dynamo that'll possibly form the heart of your home-entertainment matrix—but it won't come with a modem and it won't come cheap. Nintendo may release its Dolphin—the DVD-based console that doesn't play DVDs—by the end of 2000. The Dolphin may come packed with a modem, and it may rival or even surpass the power of PlayStations. And who knows what Microsoft is up to with its rumored PC-console hybrid, the mysterious X-Box.

While all that hardware sits on the horizon, we have the

Dreamcast here and now. Nearly 6 million of you have bought Sega's slick system. And with triple-A stuff like *Soul Calibur*, *NBA 2K* and soon *Creazy Taxi* to kick around, we figure you're happy you took the 128-Bit plunge. But what about the rest of you? Why haven't you jumped on the Dreamcast bandwagon?

Chances are you're just playing it safe. After all, why buy a new system now that might be obsolete next Christmas. You're confused. You're overwhelmed. You're nearly ready to toss in the towel, turn your back on the new generation of systems and sit in the corner playing *Tetris* on your Game Boy.

Relax. We're here for you. We'll help you answer this year's big



question—should you buy a Dreamcast or wait?—by asking seven questions of our own:

- ▶ Are you a hardcore gamer?
- ▶ What's your favorite genre?
- ▶ Do you need the most powerful system around?
- ▶ Do you want a system that does more than play games?
- ▶ Do you crave Net connectivity outta the box?
- ▶ Do you care about franchise characters?
- ▶ Are you a cheapskate?

Knock these questions around in your noggin for a second. Now flip the page. We apply these seven Q's to all three

upcoming systems, as well as the Dreamcast. Our observations—as well as those from industry insiders—will help you choose which console is right for you.

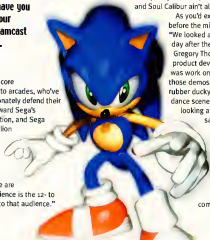
Oh, and one more thing before we get started. Yes, we know we advised you to splurge on the Dreamcast months ago. And if you already bought the Dreamcast, good for you—we hope you're having as much fun with yours as we are with ours. But things have changed. The competition has broadened with the arrival of the X-box. We now know more about Sony and Nintendo's big plans. And you're once again asking, in countless letters, if you should snag Sega's system now. Let's find out...



Despite the Dreamcast's initial faulty-games fiasco, Sega still pulled off the most successful system launch in history back on Sept. 9. And the honeymoon's not over yet; Sega expects to sell a total of 2 million systems here by March—half a million more than the company originally hoped for. Nevertheless, not all of you share Sega's confidence in its console. The competition's future systems have you all wishy-washy. Let's apply our seven-question test to the Dreamcast and help you hop off the fence.

► Are you a hardcore gamer?

We'll come right out and say it: Hardcore gamefreaks—the type who still trek to arcades, who've imported a game or two, who passionately defend their console—have always gravitated toward Sega's systems. The Dreamcast is no exception, and Sega knows it. "If Sony wants to sell a million PlayStation2 units to 55-year-old men, fine, let them go do that," Charles Bellfield, Sega's director of marketing communications, told us. "We are literally a video games company. You'll never hear us say we are an entertainment company. Our audience is the 12- to 24-year-old male gamer. We're core to that audience."



Sega Dreamcast

Release date: Out now

Price: \$200

► What is your favorite genre?

This question ties in closely with the first, since hardcore gamers are typically aficionados of fighting, sports or role-playing games. Well, the Dreamcast certainly has the first two genres covered. You'll have no shortage of 2D and 3D fighters (and Soul Calibur really is the best thing ever), and Sega Sports' NFL and NBA 2K Combo—along with an in-the-works NHL game—will put a grin on any armchair jock's mug.

As for the other stuff, hold tight—it's coming. "By Christmas here, we're talking about at least 40 titles, and it's been amazing to see publishers step up in genres that I didn't think would happen this soon on the platform," said Neal Robison, Sega's group director of third-party support. "We're already going to have RPGs by Christmas, which is amazing, because usually those things take a really, really long time to work on for a platform. We've obviously got the benefit of the Dreamcast having been out for a while in Japan."

Unfortunately, the Dreamcast's first duo of role-playing games—Evolution and Time Stalkers—are hardly extraordinary. But in 2000 you'll have the much more promising Eternal Arcadia and Phantasy Star Online to swipe your waking moments. In fact, by the time the competition rolls out their gear at the end of the year, the Dreamcast'll have at least one triple-A title in every genre. "Traditionally, fighting, sports and driving are the three key genres," Bellfield said, "but that's not good enough for us. We have to get the best in flight sims, the best in even fishing games. All the categories are going to get even richer, even deeper going forward."

► Do you need the most powerful system around?

Two things are certain at this instant in gaming history: The Dreamcast is the most advanced console you can buy, and the Dreamcast will be the least-advanced next-generation system at the end of the year when the competition releases their units. But just how much power do you crave? Although PS2, Dolphin and X-Box specs humble the Dreamcast's abilities, the jump in visual quality between, say, PS2 Tekken Tag Tournament and Soul Calibur ain't all that great.

As you'd expect, Sega's hardly covering before the might of the competing consoles. "We looked at the PlayStation2 demos the day after they were released in Japan," Gregory Thomas, Sega's vice president of product development, said, "and if all we did was work on demos, we could have done those demos. We could have done that rubber ducky thing. We could have done that dance scene. I'm expecting magic, but I'm looking at the Gran Turismo demo and I'm saying, 'Wait a minute—there's some jaggy edges there. There's nothing special about this.'"

More importantly, Dreamcast developers will be unloading their second-generation games in late 2000, just in time to rival the gee-whiz visuals of the competition's first-gen stuff.

Dreamcast

► Do you want a system that does more than play games?

Like Bellfield said, Sega is a video-game company, not an entertainment company. If you want a set-top box that'll play DVDs, download digital movies and snuggle up to your stereo components, look elsewhere. The Dreamcast and its peripherals are designed with one goal in mind: to play or enhance games.

But that's not to say Sega doesn't have some nifty add-ons up its sleeve. Take the ZIP drive, due in the second quarter. "We're making the ZIP drive essentially a hard disk for the system," Bellfield told us. "The ZIP will add to the gameplay, it'll save VMU games or memory files or MP3-type content—even levels you can download, unlock and trade between friends."

Sega plans to release its ethernet card—which'll allow access to cable modems and even let you link Dreamcasts together at home—in the second quarter and a digital camera not long after that. And, yes, Sega is still planning a DVD add-on for the Dreamcast. "The point here is that the piece of hardware you buy now is not gonna be outdated," Bellfield said. "Don't worry about that. Commit to us and we'll commit to you."

► Do you crave Internet connectivity outa the box?

The X-Box will let you do it. The Dolphin may not. The

PlayStation2 definitely won't. But only the Dreamcast gives you everything you need in one box to connect to the Internet from the get-go. As of now, the only thing you can do with the modem is browse the Net and the Dreamcast Network, chat, send e-mail and download the occasional VMU mini-game and Sonic Adventure art file. In January, you'll be able to play parlor games like chess and checkers against opponents online. Sega's third phase of its online strategy, ready this spring, will let you play turn-based games that rely on e-mail to send moves to opponents. By summer, you'll be able to play point-to-point games (those that let one Dreamcast connect to another online). And by the third and fourth quarter of 2000 Sega will finally have all the pieces in place for the fifth phase of its online strategy—true multiplayer gaming over the Internet—and this phase will be inaugurated with high-profile games like *Frontier*, *Baldur's Gate* and *Half Life*. "Our design criteria for next year for our first-party development team is to revolutionize the world of multiplayer gameplay," Bellfield said. "That's what we're aiming for for all our fall 2000 games."

As for what these innovations might be, Sega's keeping mum. Robison did tell us we can expect to see games that let a team of players on one Dreamcast compete against a team on another, essentially combining the traditional console concept of split-



word on the street

WHAT YOU'RE SAYIN' ABOUT SEGA AND ITS COMPETITION...

screen multiplayer gaming with online gaming. Dreamcast multiplayer games will be optimized to work with your 56k modem, but it won't be long after the third or fourth quarter that content designed more for cable modems comes into play. "What will happen after our fifth phase," Bellfield said, "is content will be developed specifically to take place over a broad-bandwidth network. That's content that has media delivery [such as streaming of real-time video and audio from users with cameras and mikes] as part of the title, content that has multiple levels of games downloaded into the Dreamcast."

▶ Do you care about franchise characters?

Sega's own series are the sort of thing that make hardcore gamers misty-eyed. And we're not just talking Sonic—who's already returning in *Sonic Adventure 2* in late 2000. Classic franchises appearing on the Dreamcast include *Phantasy Star*, *Virtua Fighter*, *Sega Rally*, *Virtual On* and *Virtua Fighter*. Hot on arcade games? Sega's most popular Naomi-based coin-ops'll find their way to the Dreamcast. And then there's all the franchises in the making—great stuff like *Shenmue*, *Space Channel 5* and *Sega Sports*' entire lineup.

▶ Are you a cheapskate?

If you live in one of the 50 percent of U.S. households that don't own a PC, the Dreamcast—and its modem—are a great deal at \$200. Plus, Sega's system is cheaper than what we expect both the PS2 and Dolphin'll cost. But should you hold tight to your cash now and splurge on the competition's system later? Move on to the next section and find out.



Name: GILES SHELTON

Age: 22

Occupation: DELIVERY DRIVER

Q: Did you buy a Dreamcast?

A: Yes, I decided to get it after reading about it and seeing all the titles that were coming out for it. And for the \$200 price.

Q: Did the consoles coming from Nintendo, Sony and that rumored Microsoft contraption affect your decision?

A: Nope.

Q: Which system are you most looking forward to?

A: The PlayStation2, because it's the only thing being talked about.



Name: TIM YEE

Age: 29

Occupation: SYSTEMS PROGRAMMER

Q: Did you buy a Dreamcast?

A: Yes, I did. I'm just a fan of Sega and I was impressed with its abilities.

Q: Did the consoles coming from the competition affect your decision?

A: Not at all.

Q: Which system are you most looking forward to?

A: The PlayStation2.



Name: GERRARD SALGADO

Age: 25

Occupation: SALES

Q: Did you buy a Dreamcast?

A: No, I'm waiting for the PlayStation2, and I'm waiting for more Dreamcast games to hit the market.

Q: Have the competition's upcoming consoles affected your decision to not get a Dreamcast?

A: No, I still plan on buying a Dreamcast.

Q: Which system are you most looking forward to?

A: The PlayStation2.



Name: AHMAD SAYED

Age: 16

Occupation: STUDENT

Q: Did you buy a Dreamcast?

A: No, not yet. I'm debating on whether to get it or wait for the PlayStation2.

Q: So the competition's consoles have affected your decision?

A: Oh yeah, they have.

Q: Which system are you most looking forward to?

A: The PlayStation2.



Name: EZRA CRAUNOUGH

Age: 17

Occupation: SALES

Q: Did you buy a Dreamcast?

A: No, not enough games. I'm waiting for more to be released.

Q: Did the competition's upcoming consoles affect your decision to not get a Dreamcast?

A: No.

Q: Which system are you most looking forward to?

A: The PlayStation2 and possibly the Dolphin.



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Sony PlayStation2

Release date: **March 4, in Japan; Fall in U.S.**

Price: **\$370 in Japan; U.S. price unknown**

becoming embraced as the best of the new breed of games.

Well, expect that new breed to thrive on PS2. "I think that PlayStation2 technology allows us to deliver new kinds of experiences," SCEA vice president of marketing Andrew House said, "which are digital worlds that you can experience that are as emotionally satisfying as watching a fantastic movie, reading an incredible book or even watching a great piece of television drama."

Still, Harrison explains, "This is a game system. It will be the best game system the world has ever seen and is going to deliver some unbelievable game content."

▶ What is your favorite genre?

This one's easy. More than 160 third parties are supporting the PS2. Worldwide, developers are crafting more than 130 games for the system. From Tekken Tag Tournament to Shin Ridge Racer to the RPG Dark Cloud to the survival horror gem Onimusha, all genres will get their due on PS2 (and that's not even taking into account the entire library of PS games you can play on PS2).

▶ Do you need the most powerful system around?

Nintendo claims its Dolphin will at least match the PS2's capabilities. But we've seen the PS2 in action. We've played its games. And while we have yet to see a title that clearly demonstrates the PS2's tenfold increase in power over the Dreamcast, we know it's only a matter of time 'til developers begin to wrangle more stellar stuff from the system's ballyhooed Emotion Engine and Graphics Synthesizer. "Probably our first one or two games will not reveal the PS2's true potential," said Shigeru Yokoyama, who's in charge of all of Namco's consumer product development worldwide.

We've yet to see Dolphin or X-Box do their thing. And, frankly, we're a bit skeptical that these systems and their conventional architecture can best the PS2's revolutionary chipset.

▶ Do you want a system that does more than play games?

"With the DVD feature, PS2 will sell a lot," Konami game director Hideo Kojima told the *Official U.S. PlayStation Magazine*.

"Regardless of the game software, this is a machine that will sell because of what the machine is all about." We agree. And you better believe PS2 will do a lot more than play DVDs. Aside from all the broadband options (discussed below), the PS2 could evolve into what Sony is labeling your "in-home server." In other words, it'll sit at the heart of a multimedia mainframe that includes your stereo, a digital camcorder and microphone, your TV, a hard drive, etc., and the PS2 will serve as a gateway between all these devices and the Internet.

Sony expects to sell more than one million PlayStation2s in Japan within a week of the system's March 4 release. And Sony expects the PlayStation2 will do more than just revolutionize gaming—it'll change the way we interact with our TVs, shop for games, buy movies and listen to music. At this point, Sony has the hardware and clout to meet all its expectations. But do you want the same thing Sony wants?

▶ Are you a hardcore gamer?

Phil Harrison, SCEA's vice president of R&D and third-party relations, said it's a myth—a flat-out falsehood—that Sony ever held a bias against 2D game development for the PlayStation. In fact, he touts the PS2's essentially limitless sprite-drawing ability. Nevertheless, the consensus among the hardcore is that Sony turned its back on old-school gamers—and that cinematic experiences like *Metal Gear Solid* and *Final Fantasy VIII* are



PlayStation 2

▶ Do you crave Internet connectivity outta the box?

Short answer: You're outta luck here; Sony's shipping the PS2 sans modem. Nevertheless, the Internet—more specifically, a broad-band connection to it—is so crucial to Sony's PS2 strategy that the system wouldn't reach half its potential without it. "In 2001, we will introduce a broadband connectivity option for PlayStation2 that enables the consumer to connect their PlayStation to a very, very 'fat pipe,' as it's called," Harrison said, "...which enables them to get access to tens of megabytes of data per second via a cable modem solution."

Once Sony's network is up and running in 2001, you'll have access to more than just Web browsing and online games. Sony plans to make your PS2 a portal to vast quantities of digital content, including movies, music, game add-ons and eventually entire games that you can buy with a slap of the Start Button and save to your hard drive.

It's important to note that Sega shares several of these schemes for its Dreamcast, too. With the Dreamcast ethernet card and ZIP drive, you'll be able to download game levels and demos, music files, real-time video and audio in games, etc.

▶ Do you care about franchise characters?

Another easy one: Square is behind the PS2. The Final Fantasy series will continue in one form or another on Sony's new system. That fact alone is enough to draw millions of gamers. Toss in Gran Turismo, Namco's games and good 'ol Crash Bandicoot (who Naughty Dog is handing off to new developers) and you have a franchise lineup that nearly rivals mighty Nintendo's.

▶ Are you a cheapskate?

The PS2 will sell in Japan for 39,800 yen (about \$370), the same price the original PlayStation sold for when it launched there. So does that mean the PS2 will debut in the U.S. for \$299, the original launch price for the U.S. PlayStation? We have no idea.

We do know that, compared to the Dreamcast and Dolphin, this thing won't come cheap. But then DVD players aren't cheap yet, either—and you're getting that feature for free with PS2. And since the system relies on common connectivity ports, you'll be able to buy off-the-shelf hard drives, digital cameras, mice and other peripherals instead of pricier system-specific stuff, although Sony will release its own gear, too.

You have one year to save your money.





Nintendo Dolphin

Release date: Possible release in Fall 2000

Price: Not announced

exceptions. "While strong franchises like GoldenEye and Perfect Dark attract the 20-somethings, we never lose sight of the fact that, in this country alone, every year 4 million new kids celebrate their...birthdays," said Peter Main, Nintendo's executive vice president of sales and marketing, at a recent toy conference, "and most are brand-new consumers of video-game entertainment."

Nevertheless, Nintendo guru Shigeru Miyamoto was recently quoted as wanting to help change Nintendo's image somewhat and target the key franchises at slightly older audiences. This is no doubt in recognition of Nintendo fans "growing up" with the games. Don't expect anything truly adult from Nintendo itself though, with the possible exception of the inevitable follow-up to Perfect Dark.

"we intend to target the mass market immediately."

—Nintendo's Peter Main

Nintendo claims its Dolphin will be at least as powerful as PS2 and is on track for a worldwide release by Christmas. Unfortunately, since we haven't actually seen the hardware, we'll just have to take the big N's word for it. We know Nintendo has allocated much of its resources to Dolphin development. Rare, Retro Studios, Left Field in the U.S. and Nintendo's own teams in Kyoto are busting their butts to get Dolphin content ready for launch. But regardless of whether this new Nintendo system's on time or late as usual, will it be worth the wait?

► Are you a hardcore gamer?

No matter what they think of Nintendo's kid-friendly attitude or the lackluster third-party titles that have plagued the Nintendo 64, hardcore gamers really just want one thing outa life—the best games available. And Nintendo is arguably the best game developer on Earth (with Rare not far behind). We know Shigeru Miyamoto is working on the proper sequel to Super Mario 64. We know the Dolphin will lift all the technical limitations Miyamoto faced with the Nintendo 64. That alone should have legions of hardcore Miyamoto devotees lining up to buy the system.

► What is your favorite genre?

Like we said, Nintendo's attitude still seems firmly planted in family-friendly games—although there are some notable

► Do you need the most powerful system around?

"I can assure you that we're hard at work creating a Dolphin machine that will meet or exceed the performance of PlayStation2," Main said. And that's about all we have to go on, since Nintendo has yet to demo the console. Still, Nintendo is working with powerful partners—IBM, Matsushita, ART-X and others—to assemble the Dolphin from custom versions of state-of-the-art chipsets, processors and memory.

But it's not until you compare the Dolphin to Nintendo's current technology that you really get a sense of the new system's potential. "Let's say we're going to try some new experiment based on the hardware," Miyamoto told us. "With the N64 we had to pay total attention to every point so that the system can still run. In the case of the Dolphin, this isn't a problem, so we can put our maximum attention into little details."

► Do you want a system that does more than play games?

Nintendo has stated repeatedly that it'll release a streamlined, games-only Dolphin console that'll launch here and around the world, while Matsushita will incorporate Dolphin technology inside a DVD-movie-playing device that'll come out—at least initially—only in Japan. This is a hotly debated issue, but it's clear that Nintendo wants to produce a system that is powerful but cheap.

Nintendo has always had a very focused attitude about the abilities of its systems and has always been very focused on games rather than anything fancy or pretentious. The Dolphin will no doubt carry on this tradition, so don't expect the "digital entertainment center" philosophy of Sony.

Dolphin

▶ Do you crave Internet connectivity outa the box?

Although the Internet is a part of Nintendo's long-term strategy, don't expect outa-the-box connectivity. Miyamoto, quotable as ever, recently told us that "we can't create entertainment without thinking about network communication." However, he continued by saying, "We have to take into consideration the cost associated with network games, and the ages of the users who are actually going to make use of it. If we consider these two points right now, I have to tell you that there is not a big market right now for Dolphin to involve a significant Internet business."

We know the Dolphin will eventually link to the Net (and to the Game Boy Advance, as well). We just don't know when and how. "Will the Dolphin have connectivity? Yes, but I'm not at liberty to provide details yet," Main said. "And as I've mentioned, the Game Boy Advance will also provide that function, too."

▶ Do you care about franchise characters?

Simply put, Nintendo's franchise roster is packed with nothing but all-stars. Forget about Mario—whose name is synonymous with video games—for a sec. We're talkin' Link and Zelda, Donkey Kong and Diddy and the current Death Star of all franchises, Pokémon. Expect all these stars to make regular appearances on the Dolphin.

▶ Are you a cheapskate?

One thing's for sure: the Dolphin will be one of the cheapest of the new systems—between \$200 and \$250 is our guess. "We will sell our dedicated game machine at a very competitive price," Main said. "We intend to target the mass market immediately."

More good news: Since Nintendo is finally abandoning expensive cartridges, expect all its DVD games to cost no more than discs for the PS2 and Dreamcast.





Of all the systems featured here, X-Box is still the only one that isn't officially confirmed for release. Rumors point to a fall 2000 release date...but we won't have any specific news for a few months.

► Are you a hardcore gamer?

When considering X-Box, it's probably more important to consider what kind of gamer you are. Many "hardcore" enthusiasts are seriously into the classic game franchises and the creative influence of Japanese designers. X-Box will initially be dominated by PC-based (and Western) developers, so the style of games is going to be somewhat different to that found on Nintendo and Sega systems. Eventually we'll see more and more ports of "classics" but it's doubtful that a developer like Square will ever develop specifically for a PC-based system. We will see ports from time to time though.

► What is your favorite genre?

Early X-Box games will be very much in the classic PC vein—3D shooters like *Half Life*, action games like *Nocturne* or *Vampires*, RPGs (but more Westernized) and strategy games like *Warcraft III*. Fortunately, though, many publishers are looking into PC ports of classic console stuff (*Final Fantasy VII* and *VIII* being good examples) and X-Box will benefit from this. Ironically, the other new systems are all starting to see ports of many PC titles (*Half Life* and *Quake* immediately spring to mind), so over time we'll see a certain degree of equilibrium.



► Do you need the most powerful system around?

Early reports and rumors certainly place the X-Box as being a much more powerful system than the Dreamcast and on par with the PlayStation2. The CPU will be very fast, and thanks to the nVidia graphics chip it won't be burdened with rendering visuals. Much like the PS2, the CPU in X-Box will be able to concentrate on game logic and AI.

► Do you want a system that does more than play games?

Chances are X-Box will offer DVD movies from the box, and—thanks to the Windows environment—you'll have no trouble downloading MP3s, Windows Media files, etc., and saving them on the cavernous hard drive. Although not a fully fledged PC, X-Box stands a good chance of being one of the most versatile set-top boxes or "Junior PCs" (as they're sometimes called) on the market.

► Do you crave Internet connectivity outta the box?

There'll be a 56k modem with the machine. You'll be able to use broad-bandwidth devices like cable modems very easily, and everything will run with familiar browsing and e-mail software. Yet again the Microsoft advantage plays its hand and X-Box will no doubt come ready and raring to go with versions of Explorer and Outlook preinstalled.

► Do you care about franchise characters?

If you're into the classics (*Mario*, *Zelda*, *Sonic*, etc.), you're pretty much screwed here. Although you will get *Lara Croft* in full hi-res, 3D accelerated glory, many of the other franchises will be PC based games of which there are squillions. An interesting aside to this point emerges when you consider emulation though. The X-Box will be more than capable of emulating many of the older systems. Although a way off yet, with the advent of broad-bandwidth Internet and the gaming-on-demand services, X-Box could be in a good position to bring you legitimate old-school games through emulation.

► Are you a cheapskate?

Although the system'll likely ring in at about \$300, everything else about the X-Box could be a cheapskate's dream. Lots of developers and publishers make free downloadable demos for the PC, so there's no reason why this trend won't continue on X-Box. Also, there's a huge back catalog of PC games to delve into and many of these could be republished very cheaply. Finally, because of the publishing and licensing model that Microsoft is proposing, there's a good chance that X-Box games could undercut other systems' titles on retail price quite considerably.



WARCRAFT III



HALF-LIFE

The verdict



WAIT FOR PLAYSTATION2 IF...

...you consider yourself a more mainstream gamer, you don't have a DVD player, you're tired of conventional connections to the Internet and you're ready to take part in a revolution in home entertainment. If Sony's plans pan out (and we have every reason to think they will), the PS2 will evolve into your home's entertainment hub, on which you'll download movies, buy games and of course play titles that'll look at least as good (probably better) than the stuff on Dolphin and X-Box. You'll pay a high-end price, but you're getting high-end gear.

WAIT FOR DOLPHIN IF...

...you're a kid or a kid at heart who's ready to finally see what Nintendo can do on a system with few technical limitations. Unlike the PS2, the Dolphin will be released here as a streamlined gaming device. But with Nintendo pumping more and more resources into Dolphin development, we expect this system will play the greatest games in the world. Plus, the system's price will make it hard to pass up.



WAIT FOR X-BOX IF...

...you don't want to invest thousands in a games-playing PC, you want to experience games that aren't typical console fare, you need a DVD player and you want to get involved in online multiplayer games as soon as you buy the machine. Playing the roles of both a games machine and a "Junior PC" admirably, the X-Box is much like the PlayStation2 in its aspirations to be the much-fabled set-top box we've been hearing about for years. Microsoft still hasn't confirmed X-Box as a "live" project, but the level of interest in the concept means there's definitely room for a PC-based machine in the gaming market.

BUY A DREAMCAST IF...

...you're a hardcore gamer who wants to experience nearly everything the competition's promising well before they can deliver it. The Dreamcast packs the best graphics now. It will deliver online multiplayer games before the competition. It will deliver broad-bandwidth content before the competition. Best of all, Sega built this machine to evolve. Expect DVD capabilities and a host of other add-ons to help the Dreamcast hold its own when the new systems arrive.



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FROM THE ONE YOU LOVE



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THE FATHER
OF VIDEO GAMES
RALPH BAER

YOU'VE SEEN THE FUTURE OF GAMES. NOW FIND OUT HOW IT ALL BEGAN.

In 1983, *Video Games* magazine published an interview between Ralph Baer and editor Steve Bloom in which Bloom referred to Baer as the "Godfather of Video Games." Although it was an honorable title, Baer made it clear in the interview that he would rather be known as the "Father of Video Games."

Seventeen years later mainstream historians still don't recognize Baer's proper place in video-game history. The current edition of the *New York Public Library Desk Reference* states that Nolan Bushnell invented video games. Most other resources agree.

So what's the real story? Is Ralph Baer, an engineer with over 150 patents to his name worldwide, really the "Father" of video games? Further, if he actually invented video games, what has he done for us since? And why does Nolan Bushnell continue to receive all of the credit?

By Leonard Herman
Photography by
Michael Sexton



Ralph Baer never set out to be an inventor. Upon his graduation from Chicago's American Television Institute of Technology in 1949, he became one of the first people in history to receive a degree in Television Engineering. After designing some electro-medical equipment, he obtained a job with New York-based Loral, where his first assignment was to design a home television set. At first Baer suggested he include some sort of game in the set, but management didn't think much of the idea. So he designed the TV and forgot about home TV games for 15 years.

The idea mysteriously came back to him as he waited for the arrival of another engineer in a New York bus station in 1966. At that time Baer was the Division Manager and Chief Engineer for Equipment Design at Sanders Associates Inc. This large New Hampshire-based company, which today is a division of Lockheed, developed complex military electronic systems that had nothing at all to do with consumer-oriented products such as television sets and games. Still, the idea of developing a small "game box" that could transmit fun things to a standard television set excited Baer.

Upon his return to New Hampshire, Baer quickly wrote a four-page paper outlining his idea. What he had in mind was a "spot-generating" device that would place two spots on a TV screen. These spots could then be repositioned anywhere on the screen by rotating built-in "vertical" and "horizontal" control knobs. He accompanied the paper with an elementary schematic that demonstrated how the generator could transmit the spots as well as color background signals to any television set that was tuned to channels 3 or 4.

Baer assigned a technician named Bob Tremblay to build the unit according to the schematic. In one month Tremblay delivered an actual unit that could produce two moving spots on the screen. Baer and Tremblay quickly modified it into a chase game where one spot represented a fox and the other a hunter. The hunter chased the fox and the fox tried to avoid the hunter. The fox disappeared if the two spots made contact.

Baer then demonstrated the game to Herb Campman, Sanders' Corporate Director of Research and Development. Although Sanders didn't develop consumer products, Campman was so impressed with the concept of playing games on a TV set that he allocated \$2,500 for further development of the device.

The next step came when Baer had another technician, Bill Harrison, take apart a plastic toy rifle and add circuitry to it. Before long they were using the gun to shoot at a moving spot on the screen and wipe it out when they hit it. The light guns you wield today are essentially the same as Baer's toy-rifle prototype.

Baer and Harrison were next joined by Bill Rusch, another Sanders engineer. A third machine-controlled spot was added shortly afterward. It evolved into a ball and the two original spots logically became paddles. Video Ping-Pong was born.

Herb Campman was again invited to sample the game, and he agreed that Baer and his team were on to something. Campman allocated another \$8,000, which was used to perfect a new prototype that was demonstrated to the top brass at Sanders in June 1967. Everyone liked what they saw. Although they didn't know what they were going to do with the unit business-wise, they officially gave Baer the go-ahead and financing to continue developing the product and to come up with a business plan.

Baer realized that one problem with the system was its bland graphics. To keep the unit's price reasonable, the system only had the power to create the most minimal effects. It could only generate a vertical line that served as a net, paddles that looked like tiny rectangles and a smaller blip that represented a ball.



YOUR BRAINPOWER, YOUR PLAYSTATION, YOUR NINTENDO 64—THEY'RE ALL TECHNOLOGICAL DESCENDANTS OF BAER'S "BROWN BOX" PROTOTYPE, WHICH HE KEEPS IN HIS BASEMENT. AND, YES, THE THING STILL WORKS. SEE THOSE LABELED CARDS PILED ON TOP? BAER USES THOSE TO SET THE UNIT'S SWITCHES AND FLICK BETWEEN THE BUILT-IN GAMES.

Baer experimented with ways to make the graphics more exciting while still keeping costs low. Early on he figured out how to include colorful backdrops for the games. The hardware was modified so it could receive a video signal. Colorful wall charts displaying such scenes as a tennis court complete with lines, net and spectators were created. These charts were then photographed with a color video camera. The video signal was sent to the game hardware, which merged the backdrops with the electronic ball and paddles. On screen this gave the impression of a game with sophisticated, colorful graphics.

Baer decided that the cable industry would be the perfect vehicle to deliver these colorful backgrounds into homes that

had the game console. He invited Irving Kahn, the chairman of the board of Teleprompter, a New York City cable company, to Sanders' headquarters to sample it. Although Kahn was impressed, he later rejected the idea because the fledgling cable industry was in deep trouble and he had his own problems.

With or without cable TV, Baer still had the problem of figuring out who would take a liking to the concept of playing home TV games. His device needed a manufacturer. Sanders was simply not in the position to assemble and distribute consumer products. The logical company to build a TV-oriented product was naturally one that also produced television sets.

Baer soon began demonstrating his "Brown Box" prototype to

BAER UNPLUGGED

WE SAT DOWN WITH THE FATHER OF VIDEO GAMES AT HIS NEW HAMPSHIRE NARROW HOME TO REMINISCCE ABOUT HIS BROWN BOX, UNIMAGINATIVE EXECUTIVES AND NOLAN BUSHNELL.

EGM: Your invention spawned a \$7 billion industry. Your grandkids must be proud.

Ralph Baer: Every time I go out west to visit my kids, my eldest grandson, who's 9 going on 10, has me come to class and bring a Simco and open it up and tell the kids what's inside and how it works. As far as video games are concerned, they don't really extrapolate that their PlayStations or Nintendo 64s evolved from my work. But they ask really intelligent

questions. Surprisingly, very few kids ask the question you shouldn't be asking, which is how much money did you make?

EGM: So, pardon us for asking, but how much money did you make?

RB: I can't complain. I've done rather well. I've never made millions. I made millions for the company—500 million bucks by the time I got through with all those lawsuits. We took 50 million bucks from Mattel alone one time for the Intellivision infringement....Think about it this way: I was in a company of 50,000 employees. I left a division behind of 500 people which I am. I no longer get up in the morning with a rock in my stomach. Total freedom. Next thing you know, they make me an Engineering Fellow in the company.

How I can do what I want. I can walk into meetings and tell them they're full of crap, tell them the hellshit they're putting on the board is just that. How do you pay for that? What is that worth?

EGM: You came up with the concept of home video games way back when you started at Loral in the '50s. Where'd the idea come from?

RB: At that time, I thought, "Jesus, wouldn't it be nice if we could do something else with a TV set by tuning to channel 5 or 4 on the stupid thing." And of course nobody wanted to hear that. So it was percolating in the back of my mind all these years.

EGM: Why wasn't Loral management keen on the idea?

XXXXXXXXXXXXXXXXXXXX

several major television set manufacturers. Although they all marveled at the new product concept, they were afraid to make a move and pioneer a completely new product category.

The opinion of the TV executives changed when Baer demonstrated the product to RCA. There he found people who were interested. Sanders began negotiating but RCA's demands were just too great. When RCA couldn't get all the onerous conditions that they wanted in a license agreement, they backed away from the video game negotiations.

Soon afterward, Bill Enders—one of the main negotiators for RCA—left the company for Magnavox. Baer's demonstration had so impressed Enders that he convinced his new bosses to view a demonstration of the Brown Box. They were equally impressed and before long a contract was drawn up that awarded Magnavox the full exclusive rights to use and to sublicense Sanders' patents and technology to produce video games.

Magnavox's production console was very similar to Baer's prototype Brown Box. Internally the circuitry was practically identical. The major difference was in how players could switch back and forth between the assorted array of built-in games. The Brown Box used 16 toggle switches. Magnavox opted to use plug-in cards. Instead of video backgrounds fed in from an outside source, Magnavox decided to include colorful overlays that were placed over the television screen to simulate the full-color graphics that were impractical in 1972.

The Magnavox Odyssey was released in May 1972 to indifferent shoppers who viewed it as a novelty. Sales for it were hindered by the fact that it was only available at Magnavox-owned stores, where salesmen gave the impression that it could only work on Magnavox televisions in an effort to sell TVs also.

Meanwhile, Nolan Bushnell founded Atari in June of that year and released the arcade game Pong in October. Although Pong came out several months after the Odyssey, it received a lot more attention because it appeared in popular places that already had pinball machines such as arcades, bowling alleys and bars. Before long everyone heard of Pong.

Magnavox eventually sold about 100,000 Odyssey systems in 1972, but it may have been Pong's success that spurred interest in the home console. People wanted Pong and the Odyssey was the closest thing to it that they could bring home.

Actually, the similarities between Odyssey Ping-Pong and Atari Pong were so close, they raised some eyebrows. To the folks at Sanders and Magnavox, it was just too much of a coincidence that Atari released a game so similar to their own. A little investigation turned up a guest book of an Odyssey demonstration at an open-house held in January 1972 in Burlingame, Calif., by the local Magnavox dealerships. One of the attendees who signed in had been Nolan Bushnell. He saw Odyssey Ping-Pong while he was there.

Pong's success ignited the video-game industry. Even Ralph

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Baer fully acknowledges Bushnell for successfully establishing the industry. Because Bushnell's name is so associated with Pong—the first well-known video game—it's easy to see why Bushnell is always erroneously labeled as the inventor.

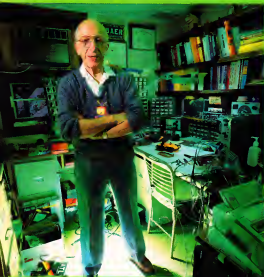
Magnavox, which had the responsibility for protecting Sanders' patent, soon sued Atari, among others, on the grounds that Pong was copied from the Odyssey. The various parties to the lawsuit lost their case and had to pay up back-royalties and penalties. Atari, represented by Bushnell and his lawyers, opted out of the case and settled out of court. They sublicensed the patent rights from Magnavox for a mere \$100,000 for a paid-up license. The deal of the century? Maybe, considering that Atari

made Bushnell a millionaire several times over.

With rights to the patent in tow Atari moved on to become the number-one name in video games. The name Atari became synonymous with video games just as the name Nintendo would become a decade later. Atari eventually made billions from video game consoles and cartridges based, in part, on Sanders'

**FOR EVERY GUY WHO
HAS IMAGINATION,
THERE ARE ALWAYS 15
GUYS WHO DON'T.**

—RALPH BAER



INTERVIEW: RALPH BAER

RB: They didn't think it had any merit. What's new about that? For every guy who has imagination, there are always 15 guys who don't.

EGM: But if they'd liked your game idea...

RB: ...then we might have had games much earlier. Well, maybe, because remember, in 1950, translators were barely a gleam in our eyes. Translators were very rudimentary. Nobody could even dream of using them in a consumer product. And to build a game with vacuum tubes...it's possible. I started that way. That little four-tube chassis on the table there was the first thing I built just to show you can move a spot around on the screen and that we knew how. Everything was clunky and

big and heavy and hot in those days. But it would have been possible, I guess.

EGM: When you were demonstrating your prototype, did you ever fear that video games might never take off?

RB: No. I knew sooner or later we'd find somebody. It was just too good—once we had the Pong-Pong game going. Bingo! That was it. We knew we had something.

EGM: What if you had never come up with the idea for the Brown Box?

RB: Someone else would have come up with it. Look at the other track. I did this work in the '60s and in '70 the Odyssey shows up. Seven, eight years later, Steve Jobs and Wozniak build Apple II. What's

patents. Sanders and Magnavox didn't do badly, however. They licensed approximately 100 video-game manufacturers worldwide during the mid-'70s and they collected royalties on cartridges that were covered by the patents. They also launched and won lawsuits against other patent infringers, including Mattel, Activision, Nintendo and Sega.

In most accounts of video-game history, the story of Ralph Baer ends here. Bushnell's life after Atari is well-documented with the many companies that he began such as Pizza Time Theater (Chuck E. Cheese), Sente, Androbot and Axlon. However, Ralph Baer's association with video games didn't end with the birth of the Odyssey. It was only the beginning.

Following the success of Pong, many other companies quickly jumped onto the video-game bandwagon. One of the first was Coleco, which produced a multi-game Pong clone for the home called Telstar. With the 1976 Christmas season close at hand, Coleco jumped the gun and produced tens of thousands of units which they planned to release to stores once they received the critical approval from the FCC. It would have been a good strategy—except that the Telstar failed its radio-frequency-interference (RFI) compliance testing, which put FCC approval in jeopardy. The FCC gave Coleco a few days to repair the problem, but if Coleco couldn't fix it by the end of the week, the company would have to begin its entire FCC testing process all over again. That would have delayed the release of the stored Telstars until after the lucrative Christmas season. The company would then lose \$30 million worth of business from the inventory that had

the first thing you did with an Apple? Play very primitive games, right? Maybe home games would have become a derivative, a cheaper version of computer games. Take the Apple, take the keyboard off. Take the other bits you don't need off, plug it into your home TV set and you have a game. Then again, if I'd done nothing and Nolan [Bushnell] plowed ahead with coin-op games, it may have dawned on him a year or two or three later that you could reduce his thing to a beam version.

EGM: Have you ever met Nolan Bushnell?

RB: Nolan and I met on the steps of the federal courthouse in Chicago in '75. Magnavox had started a lawsuit going against Bally, Midway and a few others—

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already been produced and was sitting in the warehouse.

Coleco's president turned to Baer, whom he had met previously, for help. By coincidence, Baer controlled an RFI test lab at Sanders. Baer was more than happy to offer his services if Coleco first signed Magnavox's Licensing Agreement. They did so the next morning and testing began on Wednesday, two days before the deadline. On Thursday Baer figured out the solution to the problem and on Friday Coleco received its approval. Baer saved the company from a major disaster.

This episode began a fruitful relationship between Sanders and Coleco. Sanders and Baer were signed to develop two video-game consoles: Combat, which had tank-like controllers built into the unit, and the Telstar Arcade, a triangular-shaped unit that had a light pistol and steering wheel built in. The console accepted triangular cartridges for additional games.

Baer also invented and licensed to Coleco a video-game peripheral for preschoolers that operated in conjunction with an audio tape player. As a story was read from the tape, children were directed to perform certain simple game-like tasks on the screen. If the tasks were performed correctly, the tape acknowledged the feat and continued. The device was called the



and Atari. I met Nolan. He had a lawyer with him, and I was with a couple of our lawyers, and we shook hands and exchanged a few words. Within days Nolan got together with our lawyers and decided to take a license. He must have figured it was the better part of valor to spend a few bucks, take a license and have Magnavox protect him from all the knock-offs.

EGM: Do you think Bushnell benefited more than he should have from your work?

RB: I don't think so, because he built this successful company and he and his guys

did all the right things. I have no problem with that. The only problem I had was that he always claimed to be the inventor. Get it straight: He invented a coin-operated game in '73, Computer Space, and he knew nothing about me. So he independently came up with the idea of doing a coin-operated video game. No doubt about it. The fact that I had done the work earlier than he did has nothing to do with that concept. He wasn't thinking of home games. He was thinking of arcade games, and that's a different thing. It wasn't until he saw my work, the Magnavox Odyssey

game, that he saw this is a much bigger thing than coin games. That's when the light dawned on him. Of course, he would never admit to that, and I don't blame him because Peng was a big success out there, so he had his face in front of the camera all the time. He was a good-looking, photogenic guy, bright, personable. Well, he was also a licensee, like I said, and I wasn't gonna plus all over a licensee, but after a while it began to stick in my craw.

EGM: Do you still keep up with games?

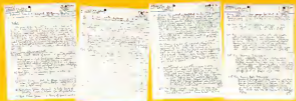
RB: Only what I read in the press. I don't

KidVid and had been designed to work with Atari's hugely popular VCS (2600) game console. Unfortunately, Coleco followed the "Magnavox Primer to Video Game Marketing" and advertised the KidVid as a companion to its Gemini, a 2600 clone. Most owners of the 2600 weren't aware that the KidVid worked with their console and completely ignored it. Today the KidVid, and the Smurfs and Berenstain Bears software that was released with it, are quite rare and highly prized by collectors.

Baer's final project for Coleco was a system that would marry Coleco's ColecoVision video-game system or their Adam computer with a 5-inch version of the RCA Selectavision videodisc player. In effect, this was the precursor of the modern CD-ROM. In anticipation of this system Coleco spent \$2 million for the home rights to Dragon's Lair. Unfortunately, due to Adam's failure and Coleco's consequent financial problems, the greatly anticipated unit never saw the light of day.

During the past 15 years, Baer continued to invent electronic

toys (such as the perpetually popular Simon by Milton Bradley) and gadgets—first in his spare time and more recently on a full-time basis. His interest in video games never waned, as a trip to his workshop could attest. The workshop, which occupies most of the basement of his sprawling ranch home in New Hampshire, reveals old Atari and Nintendo consoles hooked up to TVs. They are not there for his amusement. Instead, Baer uses them to demonstrate new video game peripherals. For instance, he hooked up an exercise bike to the Atari console and used it as a controller for racing games such as Night Driver and Enduro. While he doesn't have either a PlayStation or N64, he keeps abreast of today's technology and is very impressed with the strides that Sony and Nintendo made for the industry. However, he doesn't need to work with the new systems to invent products for them. His latest invention, still in a rudimentary form on an old NES console, will be an exciting new peripheral that will work on any game system. Unfortunately, the highly competitive



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WAS THE MAGNAVOX ODYSSEY THE FIRST PROGRAMMABLE CONSOLE?

THE ODYSSEY



Just as there is constant confusion about who invented the first video-game console, there's also confusion about whether that first console, the Magnavox Odyssey, was the first programmable machine. A programmable console is one that can play different games by loading different programs into it. The Sony PlayStation and Nintendo 64, for example, are both programmable machines. This is opposed to a dedicated machine, which has games pre-programmed into it.

FAIRCHILD CHANNEL F



The popular consensus is that the Fairchild Channel F system, which debuted in August 1976, was the first programmable machine.

This system, unlike the dedicated systems that preceded it, had a slot into which bulky yellow plastic cartridges (which closely resembled 8-track cassettes) could be inserted. These cartridges contained a ROM chip that was encoded with a game program. Each time a cartridge was inserted into the system, a different program loaded into the console.

The original Odyssey was packaged with six circuit boards and several more were available optionally. Each of these boards caused the simple ball-and-paddle graphics of the Odyssey to behave or appear differently. In other words different games could be played on the Odyssey by changing the boards. If that's the case, wouldn't the Odyssey—and not the Channel F—be the first programmable console?

The answer is no...and yes.

In the case of the Odyssey, all of the different games were programmed into the system just as in any other standard dedicated machine. In other machines the different games were accessed by flicking a toggle switch or turning a knob. The boards inserted into the Odyssey weren't actually cartridges; they were more like keys that told the machine which program to run.

So the Channel F was indeed the first true programmable console. The Odyssey, on the other hand, was the first—and only—programmable/dedicated console. It was definitely a unique machine in more ways than one.



BAER HAS INVENTED TOO MUCH STUFF TO LIST—EVERYTHING FROM TALKING TOYS TO GAME PERIPHERALS. OH, AND REMEMBER MELTOR BAMBLEY'S SIMBA? THAT'S HIS INVENTION, TOO.

play games. I don't have the time, I don't have the patience, I don't have the dexterity to play games.

EGM: Are you surprised at how big the industry has grown, at its strides?

RB: Of course. You have to be surprised at how everything has mushroomed. I still use an Apple in my lab. It has 64k of memory, not 64 megabytes. And that's only 35 years old. It's just incredible what's going on. I'm not going to be around to see all the fantastic things that will happen in the next 25 years, but it's just unbelievable. We're already down to the molecular level in screwing around on the chip. Pretty soon we're gonna run out of the ability to lay down transistors and other components on the chip, because we're optically limited by wavelength, and then we get to the problem of parts so small they begin to approach molecular size, and everything changes inside. So now they're already screwing around with moving molecules, and there are chips that use optical technology for communicating (between elements on the chip). We're only in the beginning of things.

nature of the video-game business prevents him from disclosing any detailed information about the new product before he has secured adequate patent protection and a licensee. After all, Baer has learned the value of patents having spent the better part of 20 years helping to protect both his and Sanders' patents in and out of court.

Although now in his mid-'70s, Baer displays a child-like enthusiasm when he demonstrates his inventions. Despite the number of patents in his name—from talking greeting cards to interactive cable TV—it is still the Brown Box that he's most proud of. The original prototype of the first video-game system sits in a special part of his lab. The world's first light-gun sits alongside it. Both are in remarkably excellent working condition.

In a world filled with 3D graphics and stereo sound, the most remarkable thing about the Brown Box becomes clear when it's switched on. The game's still just as much fun to play today as it was 30 years ago. That alone is a testimony to the everlasting appeal of the work of Ralph Baer, the father of video games.

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So, if you think that passing on the "Ghaleon Experience" has something to do with floating Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Keep your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your mamma savin' your sorry butt with her awesome foresight, 'cuz she already spent the family dough on wonder bread and kool-aid. Bon Appetit!"

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Sega Dreamcast



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THE EGM

Slick

50

People • Hardware • Concepts • Software

Each year, we see a number of significant innovations that truly change the way we think about video games and the games industry from that point on. These trendsetters can involve anything from the rise in power of a particular developer or publisher, the acceptance of a new technology, the dawning of an entirely new concept or even the actions of an individual, and each year as we look back it's possible to pinpoint the slickest, most important elements in video gaming.

Last year was the first time we introduced this feature—we wanted to provide you with a list of the 50 things we thought would really make a difference in 1999. You can see last year's list on page 200 along with our comments on how the industry developed. On some things, we were spot-on...whereas elsewhere we were maybe a little ahead of our time.

Next year looks set to be one of the most exciting yet in the history of video games. We have new technology emerging, new systems

and all manner of new concepts which will genuinely change the way both hardcore and casual gamers look at the fastest-growing entertainment form in the world. Over the next 20 pages we will introduce you to the people, the hardware, the concepts and the software that will make the biggest impact and the most difference.

There are always so many influential things worthy of mention each year, but alas we only have room for 50. We look forward to what Y2K will bring.

Joanna Dark

A Heroine To Rival Lara?



Illustration by Michiko Stohrenberger

There have been few games in history as eagerly awaited as Rare's Perfect Dark...and in light of the recent Perfect-Dark-delayed-to-get-Donkey-Kong-out-the-door debacle, gamers around the globe have been whipped up into a frenzy.

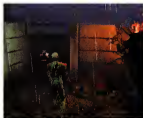
So what's the deal? For those of you who've been living on Mars, in a cave, with your fingers in your ears and wearing a blindfold, Perfect Dark is by the same team responsible for one of the most successful

video games of all time, GoldenEye 007. Perfect Dark uses a vastly enhanced version of the 3D engine used in the original game, and eschews the James Bond story line in favor of an original cyberpunk yarn about aliens, nasty global corporations and bad guys intent on ruling the world.

The central character in all this is young Joanna Dark—sleek, sexy, dressed in black and tougher than a gang of pissed-off ninjas on PCP. She's got a collection of gadgets and

gizmos that will make 007 jealous and an arsenal of high-tech weaponry that will get anyone excited. Wanna shoot through walls? Joanna's got the hardware.

That's not all that's cool about Perfect Dark. There'll be multiplayer games to keep you competitive (or cooperate with a pal), and a way of interfacing with your Game Boy Camera so you can map your own noggin onto multiplayer characters in the game. Everyone's going to be talking about this.



RE Code: Veronica

Killer Zap

When Capcom announced it was delaying *Resident Evil: Code Veronica* until early 2000, we heard a collective “Awww crap!” from half a million U.S. Dreamcast owners. (No, really. You guys are loud.)

We feel your pain. With a scenario written by Flagship, *Code Veronica* seems more like the true sequel to *RE2*. It picks up months later, with Claire Redfield hot on the trail of her missing big bro, Chris. Capcom claims the game is nearly twice the size of *RE3*. Packed on two GD-ROMs, *Code Veronica* also resurrects *RE2*'s “zapping system.” You’ll beat the game as one character, then as another—



except now you’ll notice more interaction between your games. “The first person is the younger sister and the next person is the brother,” Flagship head Yoshiaki Okamoto told us. “Depending on what the first person does, it alters the plot. If you break open a building, the other person will see it broken. It’s more like real zapping.”

Heck, we’re just happy to have a genuine sequel. We bet you are, too.

New Uses for Handhelds

The Swiss-Army Gaming System



Illustration by James Shearer

Gone are the days where handheld systems were nothing more than portable gaming devices. As technology improves in other areas of computing, many of the ideas are making miraculous transitions to both the Game Boy and other devices such as Sega's VMU.

Next year it's all set to go completely crazy as we see things blossom in ways that we never expected. On one hand we're seeing the Game Boy adapt to functions like those found in cheap PDAs—games like *Infogrames' Mission: Impossible* turn the 10-year-old handheld into an address book and even a TV remote. Elsewhere we see the Game Boy adapt itself to be a remote control unit for RC cars. You'll notice that still elsewhere in the Slick 50 there are references to Wireless gaming—and we'll start to see this as game companies tap into the advantages of online “gaming on demand” through handheld devices.

What's most incredible is yet to come though. When Game Boy Advance finally shows itself we'll see the handheld prove itself still further as it doubles as both controller and butch-VMU for Nintendo's Dolphin system.

Yes, handheld technology may have remained still for 10 years. But it's about to take a huge leap forward.



Co-op Play

Stop Playing With Yourself

Here's something long overlooked in console gaming—but something that is slowly becoming more and more fashionable. We've had deathmatch and head-to-head games for years. People are only just now starting to appreciate the joys of playing cooperatively.

A concept that's been evident in PC gaming for some considerable time, co-op gaming has as yet only appeared in a few good games on consoles. One of the most enjoyable recent examples was the N64 version of *Rainbow Six*, in which two of you can work together and cover each other's backs to get through each mission. The sense of teamwork it inspires is unsurpassed, and it brings a whole new level of enjoyment to the multiplayer experience. Expect to see a lot more of this—both in games where you sit together and play, and later in the year in online Dreamcast games.

Dolphin

Nintendo Grows Up

"Even when we were working on *Wave Race*," Shigeru Miyamoto told us, "we realized that the N64 was not powerful enough for that kind of game." The Dolphin project (still the work-in-progress title, not the final name of the system) is clearly Nintendo's answer to Miyamoto's development dreams.

With strategic alliances forged with numerous technology powerhouses—Silicon Graphics, S3, ArtX, IBM, Matsushita (and smaller guys like Factor 5)—it's clear that Nintendo isn't messing around and is intent on taking the challenges from Sony, Sega and Microsoft head-on.

"Dolphin may follow the same concept as N64," Miyamoto continues, "which was originally called Project Reality. It will have much more functionality with advanced

technologies, like AI. It is becoming much easier for us to install actual AI into the game characters because we are going to have a much more powerful CPU, which should be enough to realize this concept. Rather than the calculation ability, it's the ability to simulate something real."

We don't know exactly when Dolphin will hit the U.S., but you can bet the big N has huge plans for it. Can Nintendo return to the top? This system might take them there.



Illustration by Lisa Blackshear



Illustration by Chuck Ernst

Sony amazed the world in early March when it showed early demos of its "Next Generation PlayStation." Later in the year it amazed everyone still further with more advanced demonstrations of what PlayStation2 could do, along with a long list of developers and games that were already in development, and a final Japanese release date: March 4, 2000.

In typically bullish Sony fashion, the company's expectations for the new system are

very high. A million units are expected to be sold within two days of the Japanese launch. If this happens, it will assert Sony's dominance as the all-conquering force in video gaming even more.

So far 46 North American and 27 European companies have joined the 89 Japanese developers producing games for the system, and there are currently nearly 100 titles in development. That kind of support only comes when everyone concerned

is convinced of the new system's potential. Sure, initial pricing in Japan seems a little steep (39,800 yen, which is approximately \$375) but when it is released in the U.S. toward the end of 2000 (current estimates place it at a September launch) we expect to see it arrive at something close to a \$249 price point.

The next-generation console war is about to begin—and the stakes are higher than ever. Still, PS2's success seems assured.



Yoshiki Okamoto

From *Zombies* To *Zelda*

He once came to work clad in a cow costume. Few films influenced him more than George Romero's ultra-gory zombie flicks. Odd traits for a legend, huh? But make no mistake: Okamoto is an industry icon. Formerly one of the top guys at Capcom, Okamoto formed his own company, Flagship, two years ago. Most gamers know Flagship as the scenario creator for *Resident Evil 2* and *Dino Crisis*, but this company's influence is hardly limited to the world of survival hor-

ror—thanks to some heavy-hitter investors. "Flagship is a subsidiary of Capcom," he told us. "But the capital of the company is also from Sega and Nintendo."

You see support like that, you gotta expect big things. And Okamoto won't disappoint us in 2000. His company has already wrapped up the scenario for *RE: Code Veronica* for release early in the year. And Flagship's also creating the scenarios for Link's upcoming trio of *Game Boy Color* games.

Slick Disasters

Five things that should've been Slick, but turned out to be nasty fall-on-their-face failures.

1 Superman

Titus took the world's greatest superhero, spent years working him into a game and then released what has to be one of the worst titles ever produced. It's certainly the worst N64 game of all time (and it's up against some stiff competition) and possibly the worst game ever. It received the lowest scores the Review Crew had ever given.

2 PocketStation

It's Sony's super gadget that should do for the PlayStation what the VMU does for the Dreamcast. It's a memory card and a cool PDA that you can download games into. And...it's not coming out in the U.S. The system has been plagued with both battery and supply problems in Japan—so we're not getting it here. Maybe there'll be a PocketStation2?

3 Sega's Manufacturing Problems

A spectacular system launch on 9.9.99 could only have been spoiled if some of the games didn't work. And they didn't. It was a minor hiccup, but a bunch of cool games, including *Sonic*, were affected thanks to a manufacturing glitch.

4 Perfect Dark Delays

Rare's follow-up to *GoldenEye* has been pushed back to April 2000. If there's one game every N64 owner wants...this is it. Instead you get *Donkey Kong 64*. Hope you have a lovely Christmas.

5 Dreamcast Online Gaming

The prospect of playing your buddies over the Internet on your Dreamcast was quashed when Sega announced that the full network won't be up and running until September 2000. Not quite what we wanted.

The VMU

We Wish We'd Thought Of That

You can save games on them. You can download mini-games onto them. You can raise Chaos and other virtual pets on them. You can push them together and pass information back and forth on them. You can use the screen to do secret stuff in games. You can use them as a calendar and a clock. Possibly the most versatile peripheral for a games system ever made...and we bet Sony and Nintendo are kicking themselves because they didn't think of it first. Expect to see some copycats.



Photography by Ted Tamburo

Treasure

Games For The Hardcore

Despite being a small developer, Treasure has continued to put out quality titles on all systems. With roots firmly planted in the golden days of Konami, Treasure is often heralded as a hardcore gamer's company. Their games are quirky, but always accessible. Titles like Rakugaki Showtime and Silhouette Mirage show off the eccentricities of Treasure's design, while others like Bangao and Radiant Silvergun present straightforward, but ultimately timeless gameplay. These guys are forever slick.

AT&T

Online Gaming Visionaries

AT&T has more than proven themselves as visionaries and pioneers in the online gaming arena by partnering with Sega to provide Internet access for the Dreamcast. It doesn't end there, though. You'll be hearing more and more about AT&T's activities as the results of their acquisitions of cable companies such as MediaOne become more and more apparent. If anyone's going to bring broad-bandwidth Internet and high-speed online gaming to the masses, it's going to be AT&T.

DVD

Lots And Lots And Lots Of Space

What do new PCs, Microsoft's X-Box, iMac DV, PS2, Dolphin and center of most people's home entertainment system have in common? DVD...or Digital Versatile Disc (not Digital Video Disc as many think). It looks like a CD, feels like a CD, but is capable of holding a considerably larger amount of data than the CD-ROM. It's been creeping into the mainstream for the past year now, but once the new systems are available this will be the storage medium of choice. Kiss cartridges goodbye forever.



Music Games

Move To The Groove

It's pretty safe to say that pretty much everyone seriously doubted the impact music games like Beatmania would have on the game industry. And now that they've proven themselves a success, we can expect to see a lot of products capitalizing on playing music, tapping rhythms, dancing and generally getting into the groove. If there's one way to get more people interested in video games, it's to communicate to them in a language they understand. What better way than through music?



Namco

Powerhouse For PS2

In last year's *Slick 50*, we salivated over Namco's development for the Dreamcast. Now that we've seen what Namco has done on that system, all thoughts turn to their devotion to Sony's PlayStation2. As history repeats itself in 2000, we're going to witness another powerhouse combo between Namco and Sony; the bottom line for the PS2 is that *Shin Ridge Racer* and *Tekken Tag* are going to be the ultimate consumer aphrodisiacs.

Case in point: Systems programmer Katsuhiro Harada, the man behind the latest

Tekken Tag movement, has a reputation as the best *Heihachi* player in Japan—he's appropriately nicknamed *Shinjuku Heihachi Harada*. His systems designs in *Tekken 3* has aroused legions of loyal fans who swear by his name. After getting hands-on with PS2 TTT, we think the generational leap in graphics and representation will be more than worth the price tag. We're going to set ourselves up for the next year's *Slick 50* feature, and say how we're salivating at the thought of Namco's future PS2 developments.

3D Cartoon Games

Graphics With Style

Get ready for a mini-revolution in game visuals. We're about to see games jump to a hybrid of hand-drawn artwork and 3D, polygon-based imagery. You've seen how cool some of the scenes in Matt Groening's *Futurama* look—the way the spaceships zoom off and fly into the distance with an eerily realistic look? Now imagine that same unique style in a video game. Trust us: It'll catch your attention when you see it.

We're already starting to see the way things are going, with Sega's incredible-looking *Jet Set Radio* being one of the first to display a "new" look for a video game (*Space Channel 5* has its own style, too). At first it seems just music-based rhythm games will be the first to get the makeover, but expect RPGs and even fighting games to follow suit over the next year.


MSR

Bizarre's Return To Form

Bizarre Creations has been beavering away on *Metropolis Street Racer* for some considerable time now. Originally unveiled at E3 last year, it's been slipping further and further away in terms of release date with each passing month. Will it be worth the wait though? You betcha. With real-world environments built from topographical and digitally captured data from the real cities, and a wide variety of accurately modeled real cars, the game looks absolutely stunning. Some of the models have to be seen to be believed; the Honda S2000 looks amazing, and handles incredibly well.

Could MSR be the Dreamcast's *Gran Turismo*? Maybe. It certainly looks like it's going to be the definitive sports car racing game for a while. There still isn't a definitive release date—but once this one comes out, it'll be the game by which all other DC racers are compared.





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Pokémon Gold & Silver

Genuine Mainstream Franchise

It's not often that a Game Boy game is so big that it makes the cover of *Electronic Gaming Monthly*, but Pokémon is such a huge phenomenon that it more than deserved the attention.

Now responsible for more than \$5 billion in revenue, the franchise just seems to keep growing and growing. If nothing else, Pokémon is proof that video games can produce world-class mainstream entertainment franchises just like any other entertainment form. In the run up to Christmas, there's a

movie and yet more merchandise set to hit store shelves—as well as the long-awaited Yellow version. The real big hit will be in early 2000, though, when Nintendo finally unleashes the “proper” sequels to the existing games. Pokémon Gold and Silver will introduce more than 100 new Pokémon onto the public and yet more merchandising and marketing opportunities to fuel the business.

Anyone who thought the bubble was going to burst sooner rather than later was most definitely wrong.

Hammerhead

Porting The Impossible

Back in Quake's heyday, developers scoffed at the idea of porting id's hellspawn to the PlayStation. Funny thing, though: No one told U.K.-based Hammerhead Studios that such a complicated 3D shooter couldn't be ported. Their flawless version of Quake II for Activision is packed with all the eye candy of the PC original, and it even runs four-player split screen at 30 frames per second. “We made the PlayStation do things that the PlayStation is best at, not what the PC is best at,” Hammerhead co-owner and programmer Chris Stanforth said when we asked how they did it. Originally formed by developers from Travellers Tales, Hammerhead worked on 16-Bit titles and ShadowMaster for the PlayStation. They're one developer that can squeeze everything they need out of a console, and we're eager to see their next project: an action game based on a comic book character.

Mario Adventure

Mario's Last Dance on N64?

Mario is still the king of video game franchises, but he's not set to reappear in his next blockbuster for quite some time. The sequel to the groundbreaking Mario 64 isn't set to appear until the launch of Nintendo's Dolphin, so in the meantime you could do a lot worse than check out Mario Adventure—a game that is technically the sequel to the Square-developed Super Mario RPG that appeared on the SNES.

Using a unique blend of 3D backdrops and flat, sprite-based character art (similar in style to Sony's PaRappa and UmJammer ArT) the game is certainly unique in style. Hardcore gamers will lament the lack of Square's involvement this time and cast some doubt over its quality, but its success seems assured regardless of quality. Mario still has the magic.

Realism

More Than Just A Head Shot

As gaming technology gets more and more advanced, we're seeing some incredible advances in the degree of video-game realism. Want examples? Look at anything from the unflinching violence found in games like *Medal of Honor* and *Rainbow Six* to the spectacular attention to detail in the new sports titles currently hitting the market. Sega Sports alone has raised the bar, and as the year progresses we will see further examples of the line between reality and interactive entertainment blurring.



Pokémon Card Game

Geeks Everywhere Love It

As a way of taking the experience away from a video-game environment, few products have captured the necessary spirit as well as *Wizard of the Coast's* card game. It works on so many levels, both as a way of Pokémans feeding their collecting obsession still further and as a way of introducing new players to games like *Magic the Gathering*. No one ever thought it was going to be this popular.

Team Calibur

Developers With Soul

Did you really think *Soul Calibur* was going to escape our *Slick 50* this year? Not only is it without a doubt the best game on the Dreamcast, it's also our favorite fighting game of all time. If you could credit one individual for the shining example of how a Dreamcast game should look and play, it's Ko Onda—the man who held *Team Calibur* together during its rigorous Dreamcast development cycle.

To achieve *Soul Calibur's* perfection, Onda and his crew worked relentless hours, some-

times not leaving Namco's R&D offices for days at a time. Rumors late this year pointed to a release of an upgraded *Soul Calibur* in arcades with new character models and all the goodness from the home version, but Namco has since given us word that the project has been scrapped. The unofficial line is that Mr. Onda and his team are instead working on a proper sequel that will see the light of day on PlayStation2. What a shame we won't see it on Dreamcast. Early reports indicate that *Soul Calibur 2* will focus even more on differentiating styles between the various weapons, thus making each of the characters more unique. EGM salutes Ko Onda and *Team Calibur*. You guys are unbeatable.

Eternal Arcadia

Sega's Answer To Zelda?



Developed by Sega's Phantasy Star team, this game is eligible for the *Slick 50* simply because of that fact alone. But when you look into things further, it's clear that *Eternal Arcadia* is something of a special case in the world of RPGs. The Dreamcast lineup in this department may be a bit weak so far (*Evolution* and *Time Stalkers* are both a bit disappointing) but Sega's Software R&D Dept. #7 (snappy name for a team, eh?) is determined to make *Arcadia* a genuine step forward for the genre.

Set in a world of pirates, islands floating in the sky and flying ships, the game is, of course, entirely rendered in 3D. The overworld is a vast 3D environment which players traverse in enormous flying galleons. But unlike in many RPGs, this overworld is a true 3D environment and very much part of the game—players will be able to move their ships around and even engage in huge flying battles.

The real meat and potatoes of the game though will be the adventuring aspect, which revolves around the exploits of Vyse. He's the hero of the story who must fight against the Black Pirates as he continues with his quest.

There are still very few details on game-play specifics, but it's already clear that if anything is Sega's *Zelda*, this is it.



Photography by Ted Tamburo

Dreamcast

The First Step To The Next Level

No one can deny that Sega really cocked things up when they launched the Dreamcast in Japan. The system was rushed out, the games were either crappy or buggy and the Japanese games-playing public snubbed it for the insult to them that it was. It looked like Sega was doomed, and everyone looked on and wondered when they were going to pack everything up and just become a software developer.

Who would've thought that subsequent

launches in the U.S. and Europe could've seen such a reversal in fortune? The Dreamcast is an unprecedented success now. In the U.S. it is already way ahead of its projected targets and has secured its place in history as the most successful system launch in history. Originally Sega had intended to sell a million units by March 2000, but if things continue at the rate they've been going, there will be a million Dreamcasts in America before Christmas,

Once the new systems from its competitors arrive, Sega will be well-established and be forging ahead with its visionary plans for online gaming networks. It will already be hitting that all-important second generation of game titles that—believe it or not—will put even early blockbusters like *Soul Calibur* to shame.

Sega is well and truly back in the saddle and their phoenix-like rise should be applauded by all gamers.

Neversoft

Super Dudes

Recently slapped on the back repeatedly for their sterling work on Tony Hawk Pro Skater (easily the best skating game ever), this small L.A.-based team is at the heart of Activision's recent Marvel Comics announcements. With Spider-Man in the works and set for release next summer, and a number of possible X-Men titles in development, Neversoft will certainly be a name on everyone's lips. Heck, Activision liked Neversoft so much, they bought the company. Sounds like a good deal to us.



Erik Kraber

Dreamworks Sound FX Guru

Video-game sound editors, listen up: If you want effects as amazing as those in Dreamworks' Medal of Honor, take your gear to war. "Most of the sounds are field recordings I did when we went out with Captain Dale Dye for boot camp training in the middle of the desert, in 114-degree heat," Erik Kraber, the game's audio director, told us. "We're out there with my microphones and DAT recorder melting, trying to get as many recordings as possible of all different sorts of hand weapons and rifles

and shotguns." No microphones were injured in the making of this game—even though Kraber placed mikes near targets to capture the whiz of speeding bullets. But if all the desert warfare seems like an unconventional way to build game sounds, well, Kraber is an unconventional sound designer. After nabbing a degree in filmmaking, he worked a brief stint at Skywalker Sound and on effects for Seven, Species and other flicks. And while sound design for games is still kinda new to Kraber (he's worked on about five games so far), his film background gives him an edge. Medal of Honor's 180 minutes of incredible background effects are proof enough of that.

Controller-Specific Games

Rods & Rumbles

As the technology that goes into actually making the games improves, it's cool to see more interesting ways of actually controlling them. On one hand we have games that use the Dual Shock especially well—like the under-appreciated Ape Escape—while on the other we have things like the fishing controllers, wheels and light guns. Good control makes the immersive experience more convincing. And that's a good thing.



Game Customization

The Way Ahead

The future of gaming is fully customizable. No developer worth its salt would dare put out a wrestling game without a create-a-wrestler mode featured prominently. Sports games across the board are slowly offering more and more options to make your playing experience unique. Rare is set to really push the boundaries with Perfect Dark next year when they let you build multiplayer personas using images captured with the Game Boy Camera.

Throughout 2000 expect the Dreamcast to lead the way thanks to downloadable patches and add-ons before we get the really juicy stuff when the DC camera is unleashed. Elsewhere we're set to see more and more create-a-player features and other such goodness that let you make the most out of your games.

Consultants

Mr. Smartypants

While working on Virtua Fighter, Yu Suzuki sought help from an Aikido master. Metal Gear Solid creator Hideo Kojima took his staff on field trips to military bases. But lately it seems expert consultation has become an increasingly important step in game development. After all, Tony Hawk had major input in Activision's Tony Hawk Pro Skater, and that turned out to be the best skateboarding game ever. But for the most extreme example, look at Dreamworks, which hired retired Marine Captain Dale Dye—the entertainment industry's top military know-it-all—to make Medal of Honor's combat feel real. Dye dragged the team into the desert and subjected them to boot-camp conditions (two staffers nearly passed out from heat stroke). Considering how well Medal of Honor turned out, we reckon the risk to developer life and limb was worth it.

Bioware

Dreamcast Darlings

Currently one of the jewels in Interplay's development crown, Bioware has been making something of a name for themselves over the past couple of years.

After impressing everyone with the quality of its AD&D RPG Baldur's Gate, the team then impressed everyone even further by provoking spectacular sales figures for a PC game. In 2000 we'll see Bioware turn its considerable talents to the PC-like development environment of the Dreamcast. It is already committed to being one of the first teams developing an online game for the system (a consoling version of Baldur's Gate) and is also set to show us what it can do with an action game. Having taken the reins of the MDK franchise from Shiny, we should get to see the design savvy, graphical expertise and bizarre sense of humor of the team when the game is released at the end of 1999. This is a gang to watch.

Marigul

Masters Of The Double D

You probably haven't heard of Marigul, but you soon will. The company (a subsidiary of Japanese conglomerate Recruit), has teamed up with Nintendo before. Two of their latest and most popular titles are Derby Stallion 64 (the N64 version of the ultra-popular Japanese horse racing franchise) and Pikachu Genki Dechu (a virtual pet game for the N64 where you talk to Pikachu through a microphone peripheral). Lately they've been hard at work on the entire slate of 64DD projects and Custom Robo for the N64. As a second-party game developer for Nintendo, they're one of the up-and-coming names.

While we won't see 64DD games in the U.S. you can bet that their influence will have repercussions throughout the industry. After all, Marigul is pushing customizable games to the extremes with the existing technology.

Visual Concepts

SOA's Big Gun



They're the guys behind NBA Action '98 for the Saturn, Weapon Lord for the Genesis, One for the PlayStation and many others. They've made games for the 8-Bit systems, the PC—even the Apple IIGS. VC has been around for a while, but chances are you didn't know their name until you played NFL 2K.

Bought by Sega last year, Visual Concepts has become the company's most important stateside developer. Its current blockbuster-in-waiting, NBA 2K, is due any day and looks to replicate NFL 2K's tight gameplay and attention to detail. But it's the stuff that's coming next year that has us really excited. Take Floigan Brothers, which promises a novel two-character system that we don't understand yet. We just hear it's way cool. "The idea behind Floigan Brothers is that it looks exactly like the best cartoon you've ever seen," said VC president Greg Thomas. "And we wouldn't have attempted it on anything but this machine."

Visual Concepts is also looking into new types of multiplayer experiences. "Online is so infantile," Thomas said. "People are still playing deathmatch. You can do so much more."

As far as what that "more" might be, Thomas ain't talking. We'll just have to wait until next year to find out.

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Surround Sound

What's That Behind You?

As the technology becomes more and more commonplace in everyone's living room, it was only a matter of time before games and systems would take advantage of the advances in sound technology.

Both PlayStation 2 and Nintendo's Dolphin make use of Dolby Digital Sound and DTS, while developers are also pushing what they can do with current systems. Many teams are encoding their current projects with surround sound setups, and the results are always startling. Once you've heard something creeping up behind you, or missiles flying from one side of the room to the opposite side behind you, it's hard to go back to boring old stereo.

Surround sound is inevitable, and that's why it's slick. Sooner or later it'll be a part of every game whether you like it or not.

Ryo Hazuki

Sega's '80s Hero



Who? Ryo Hazuki is the central character in the \$20 million production headed up by Yu Suzuki—the incredible *Shenmue*. When the game eventually sees a final release date, the degree of anticipation for it will be so great that long-time Sega fans will be practically bursting.

As you may or may not know, *Shenmue* is a huge sprawling role-playing adventure set in

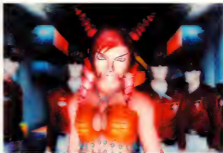
China in the mid-'80s. Featuring a variety of gameplay styles, an intricate plot and some of the most incredible visuals yet seen on any console (as well as full versions of Suzuki's arcade classics such as *Hang-On* and *Space Harrier*) it looks set to be a masterpiece.

Hazuki is not your typical video-game hero, and that is why we have singled him out. Basically he's just a "normal" guy...no magic, no rippling muscles, he's not a SWAT member or a special operative. He's just a character for you to identify with and root for as you take him through the sprawling city streets.

The Bouncer

Seamless Action Battle System

Developed by Dream Factory, the team responsible for *Tobal* and *Engeiz*, *The Bouncer* is looking to be a genuine step forward in fighting-game design. Developed specifically for PS2, it goes without saying that it looks incredible—but the most amazing thing about this is not how it looks but how dynamic the environments are. Pretty much every object in every environment can be interacted with, and the huge gang fights that make use of the new Seamless Action Battle System look like scenes ripped right from *The Matrix*.



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Redneck Games

Yee-haw!

Fishing. Monster Trucks. Hunting. Shooting. NASCAR. Wrestling. Redneck concepts seem to be the real hot ticket at the moment. You may laugh and joke but a) some of the games are pretty damn playable, and, more importantly, b) these concepts are broadening the reach of video games. If a Monster Truck racing title is going to get someone playing a video game that normally wouldn't think twice about looking at a PlayStation, that's OK by us.

Illustration by James Sheehan



Final Fantasy Movie

Showing Hollywood How It's Done

Set for release in 2001, the hype for the Final Fantasy Movie will no doubt start to snowball in the latter half of 2000. With the heavy-hitter voice talent already signed up (Alec Baldwin, Donald Sutherland, Ving Rhames, James Woods, Steve Buscemi) and a huge budget of \$70 million, the movie has the potential to show other Hollywood animation studios how things should be done.

Being produced at Square's "render farm" in Hawaii, until recently the project was progressing at a rate of about one second every 24 hours. However, as new technology emerges, the team of several hundred artists and animators are able to work at a somewhat faster rate.

Don't expect to see any familiar characters from the games in the movie—this is a whole new scenario with new characters, new ideas, and, oddly enough, a story that takes place on Earth.

This one's going to be huge. And at the rate things are going it'll probably be out before either the Lara or Duke Nukem movies too.



The 1999 Slick 50

The following list was prepared by the editors (BAGNOL) with a GM and using the Top 500 list as our guide.

So how did we do? Well there were plenty that we got right, but we'll come to those in a moment. As for the stuff we were wrong about, most of it involved us being a little premature in our predictions. Infrared Linkups still haven't quite made it (although we're starting to see things now), and movies of games, while a hot topic, still haven't actually made it to theaters. Elsewhere our prediction that serial games would be a hot item also seems to have been a bit on the premature side. The concept of episodic role-playing games is still a way off, although we know there are some Japanese developers very hot on the idea. Oddworld Inhabitants is always slick, but have only just shown their hand in terms of future plans, while Mucky Foot (ex-Bullfrog guys developing Urban Chaos for Eidos) is a little behind in releasing their game. Other things we were too quick off the mark with? Rewriteable media. Even though it is still a slick concept, manufacturers still haven't got to grips with it. The 64DD isn't coming to the U.S., but at least we'll see the Dreamcast Zip drive next year, Sega claims.

So what about the stuff we got right? Well, everything else really. Pokémon is the most obvious one to spring to mind, but we were also on the money with the revival of interest in Game Boy when the GB Color came out. We couldn't have been more right about game toys being hot (there are now more game-related action figures than anything else) and the real bands in games things seem to be becoming as normal as real bands on movie soundtracks. Anything Sega-related came true as prophesied and many of the people we singled out proved themselves in some considerable style. Miyamoto is now the most-quoted man in the world (so it seems) while Ken Kutaragi wowed us all with the specs and philosophy behind PlayStation2 way back in March. Obviously Naughty Dog, SquareSoft, Namco, LucasArts and EA Sports have continued to help push the game industry to new levels, while our predictions about emerging concepts were pretty spot-on. Humor has become a big element in recent months, while customization seems to be de rigueur in many sports and action titles. Check back January 2001 to see how we did this year.

Hideo Kojima
Mucky Foot
Infrared Linkups
Ken Kutaragi
Naughty Dog
Movies of Games
Solid Snake
Tetsuya Nomura
Furby
Namco
Serial Games
N64 RAM Pak
Ken Lobb
LucasArts
Oddworld Inhabitants
SquareSoft
Shigeru Miyamoto
EA Sports
Humor in Games
InterAct
Game Boy Color
Game Boy Camera
Game Toys
Reflections
DMA Design
Games for Cool People
Sonic
Dreamcast
Yu Suzuki
Yuji Naka
PDAs
Raziel
Crystal Dynamics
Rewritable Media
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Real Bands in Games
Yoshitaka Amano
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Broad Bandwidth

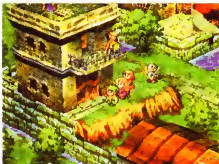
A 10-Lane Highway of Data

We've all heard that the future is in "broad bandwidth" but what the hell is it all about? We've seen phone companies and service providers posture in the technology media, and closer to home we've seen Sony's statements that it only wants to see PS2 accessing the Internet through broad bandwidth connections. So what does it mean? Well, imagine that your standard phone-based Internet connection is a country road along which your data trundles until it appears on your screen. Broad bandwidth is like a 10-lane highway in comparison. Data can hurtle along digital connections at phenomenal speed and in huge chunks. Once this is commonplace we'll be able to download entire movies, or even games from the net at speeds comparable to what we see from a CD today.

ENIX

Dancing Dragons

When you think Enix, you think Dragon Quest (a.k.a. Dragon Warrior in the U.S.). But Enix has been behind other games too, like Bust A Groove (PS) and Actraiser (Super NES). In November 1999 they re-established themselves in the U.S. with a staff ready to handle the English versions of their titles like Valkyrie Profile and Dragon Quest VII. And if Americans' hunger for a good RPG holds out, Dragon Quest VII won't be the last we hear of Enix in the U.S.



Mobile 21

Wireless Gaming Evangelists

By the time Game Boy Advance hits shelves worldwide next fall, you'll be hearing a lot about Mobile 21. The company was formed when the system was first announced and is half owned by Nintendo and Konami. Its main focus will be producing titles for the new portable that utilize cellular phone communication technology. Mobile 21 will also be developing games that can exchange data between the new handheld and Nintendo's Dolphin, although no specific titles have been announced yet. In Japan, the company has been actively recruiting employees through game magazines and over the Web. As illustrated elsewhere in the Slick 50, this concept is going to be BIG—and Mobile 21 are right at the heart of it, pushing the technology to the limits.



Nintendo®

Ulala

Dancing Chick From The Future

The skinny chick in the orange plastic dress is going to be HUGE. The central character in the whacky, futuristic music game from Sega, *Space Channel 5*, Ulala is a news reporter that stumbles on an alien conspiracy to enslave the human race through the power of music and dance. Go figure. Think *Bust-A-Groove* with '60s style grooviness, baby. Although the game isn't out in Japan until the end of 1999, Ulala is already showing potential as a superstar. Expect a repeat performance in the U.S.



Sonic Team

More Than A Hedgehog

Certainly one of the crown jewels in Sega's collection of developers, it seems more than likely that we're going to see a lot of action from the newly divided Sonic Team. No longer working on one project at a time, we can expect Yuji Naka and his group to emerge with a broad range of games over the next year. There are at least two new Sonic games set for release in the foreseeable future as well as a sequel to the critically acclaimed Saturn game *NIGHTS*. These guys know gameplay. Watch out for them.

Emulation

Play Anything On Anything

As each new piece of technology comes along, it's more than capable of pretending to be something from the past that was less powerful. While currently frowned upon, companies like Bleem! are blazing a trail that could well lead to the future of gaming and the set-top-box holy grail that everyone still seems to aspire to.

Coupled with broad bandwidth connections and "gaming on demand," emulation could be the way that people access the games of yesteryear.

OpenGL

3D Graphics For All

Developed by 3D rendering guru's Silicon Graphics (now SGI) and adopted for use with many of the top 3D accelerators on the PC, OpenGL is fast becoming a standard for graphics development. When Apple integrated it into its gaming strategy for G3 and iMac, everyone sat up and took notice, but the most recent development is the biggest. OpenGL will officially be a part of Sony's Middleware program for PlayStation 2 development, thus opening the machine up to even more potential developers.



Photography by Richard Seaton

X-Box

Sony Crusher? Or The Next 3DO?

Can the richest company in the world crush PlayStation? Or is its plan just a little reminiscence of Trip Hawkins' vision for 3DO? Whatever you think, the idea is awesome...an incredibly powerful machine, backed by Microsoft, that provides a development environment most teams are familiar with. Throw in the fact that there's no license fee for publishers to pay, and the result will inevitably be that we'll see a lot of Western developers focus their attention on X-Box. The next 12 months are going to be wat.

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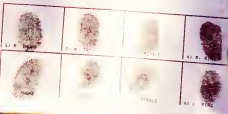
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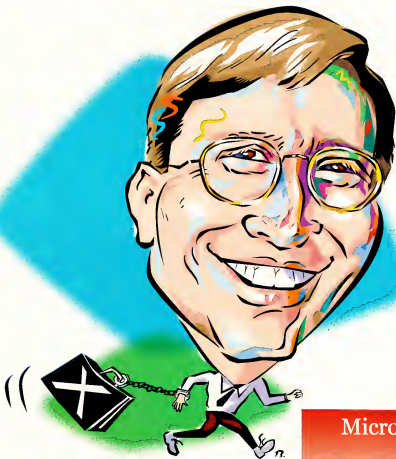
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MANSON - HAWK



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Microsoft

The Evil Empire?

In David A. Kaplan's book *The Silicon Boys*, Microsoft head honcho Bill Gates is referred to as "Darth Vader, Godzilla, the Leona Helmsley of technology—he's the guy everybody loves to hate...the richest man in the galaxy and the leader of the Evil Empire." Now, be that as it may, it's hard to ignore the influence Microsoft is having on all of technology.

In the past, the Seattle-based giant has acknowledged the game industry without

ever really making a full-scale assault on it. The firm's PC game titles are successful (*Age of Empires* is a whopper, while *Fight Simulator* continues to be one of the most popular PC products ever) and its online games service, The Internet Gaming Zone, is one of the biggest on the Net.

It's only in the past year or so though that we're really starting to see Microsoft's interest in the game industry pique somewhat. The introduction of Windows CE was where

it all began, and the subsequent integration of this PC-developer-friendly operating system into Sega's Dreamcast made everyone sit up and take notice.

Now, with the prospect of X-Box (see elsewhere in the *Slick 50*), it's clear that the software giant feels that gaming is something it wants a slice of. Whether you think they're evil or not, their involvement in the games industry will ensure that the boundaries of technology continue to be pushed.

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NINTENDO 64



Sonic

The Return Of The King

He shocked us all with his stunning comeback when the Dreamcast launched—even overcoming the problems he experienced when he hit Japan a year earlier. As we cruise into the next year we can expect to see even more of the once and former king of gaming. Sonic Team is apparently working on at least two new Sonic games, one of which will be the official sequel to *Sonic Adventure*, the other will be a side story. Whatever happens, it's good to have him back isn't it?



Yutaka Saito

The Creator Of Seaman



Tamagotchi? Forget about it—that fad was over and done with quicker than you can say Furby. But the genre of virtual pet games is still around in many forms, including (if you can count it as part of the genre) Pokémon. But Vivarium's *Seaman* is different, and creator Yutaka Saito is credited with producing what can be considered the Dreamcast's killer app in Japan. Saito, who also created the game *Yoot's Tower* on the PC (later released by Sega's PC label in the U.S.), originally developed *Seaman* on the PC but was persuaded by Sega to develop it for Dreamcast.

The use of voice recognition brings players closer to this on-screen pet, whose face is a mirror-image of Saito's (who is also a friend of Shigeru Miyamoto, who's still working on his own virtual-pet creation, *Cabbage*). The game successfully brought casual gamers into the Dreamcast fold in Japan, and there's a good chance of that happening in the U.S. too. In fact, we're betting that the game's U.S. release will make news in the mainstream press.

Thankfully, Sega is planning to really get behind the project and is adamant that it won't be changing the name of the product. They are, however, admitting to having some problems coming up with an advertising slogan that doesn't sound rude. 🐟

Wireless Gaming

Gaming On The Go

Who'd have thought that Game Boy technology would've been so influential that it even infiltrates the wireless arena? Not only will Game Boy Advance be Internet ready when it's unleashed in 2000, but Nintendo and phone company Nokia have hooked up to provide downloadable Game Boy games for a new range of phones set for release. Already available in Japan, expect to see this service emerge here very soon.



Crazy Taxi

Originality In The Arcades

Sega experienced a spectacular return to form in its arcade division when Naomi (the arcade version of DC) was unveiled last year. *Crazy Taxi* is certainly one of the most original driving games to hit the arcades in recent years, and it's also one of the most eagerly awaited Dreamcast games for early 2000. Expect the DC version of this Naomi game to feature an entire extra city as well as numerous mini-games and multiplayer options. This game will rock—especially with The Offspring doing the soundtrack.



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Power Tools

Peripheral Reviews

Rally Wheel

Company	System	Price
AgeTec	DC	\$49.99

This wheel feels really nice, and performs well in most racing games, but it moves around a bit much. This makes extreme steering situations tedious. Instead of suction cup, the Rally Wheel has rubber discs for gripping to flat surfaces. Maybe this works on some surfaces but it didn't work on ours. Still, it's a quality product and should be considered.

www.age Tec.com



pulling off circular motions takes some getting used to.

Arcade Stick

Company	System	Price
AgeTec	DC	\$49.99

With the holiday season here, you may be considering the Arcade Stick. After all, it's perfect for Soul Calibur, and other more old-school fighters that are making their way to the Dreamcast. Simply put, the stick rocks. It looks good, feels good and will last round after round. If you don't have one, and play fighting games, you're a silly person.

www.age Tec.com



It's supposed to rumble—not quite constantly!

Fission Pad

Company	System	Price
InterAct	DC	\$29.99

Sega Bass Fishing is a lot of fun, so that may be partially why the Fission controller was so fun to use. Of course, the rod is made well. We especially liked the clicky action of the reel, and the way it's designed. Problem is, the vibration is more of a buzz than an actual tumble. This gets annoying after awhile. It's above average, but the Tri-party Sega rod may be a better choice.

www.interact-acc.com



nice clicky action on this crank

Game Ice

Company	System	Price
New Players	PS	\$39.99

If you're having much-too-serious overheating problems with your PlayStation, this giant fan should do the trick. Certainly it's powerful enough to dissipate any unwanted heat, even after extended time. But it's just not attractive in the slightest, and it's bulky. The price is too high, as well.

www.computersplusnyc.com



would you want this thing sticking off of your PlayStation?

sure does have a nice look.



the rubbery handle rocks.

more rubbery bits—we love 'em.

the compact design is sweet.

Virtual Gun

Company	System	Price
Pelican	PS	\$29.95

This Guncon-compatible light gun looks good, and more importantly feels good. We like the extra button opposite the trigger for reloading, the rubberized handle grips and the extra-long cord (perfect for actually aiming at targets from a distance instead of sitting right next to the TV). Some of the buttons feel cheap, and the rumble is more of a buzz, but overall it's well above average.

www.pelicanacc.com

GT2 Wheel

Company	System	Price
Pelican	PS	\$29.95

Don't let its small and compact size fool you, we took to the streets with the GT2 Wheel and felt in control the whole time. The GT2 is built to sit on the edge of a table, and features four suction cups underneath to lock it down in place. All it requires is that you play your driving games on a table, and that your table is relatively clean. The face of the wheel has a D-Pad and all the buttons you'll ever need, while analog throttle and brakes are handled by two levers placed like gearshifts behind the wheel. If you're a racing fan, this thing is a must-buy.

www.pelicanacc.com



throw a small TV up here.

the CD rack is a nice little bonus.

Game Station

Company	System	Price
SpectraVideo	DC, PS	\$29.99

Finding a storage area to tuck your system into is always tricky. Thicker still is making your console gaming area look somewhat clean, hiding all of those wires, controllers and what not. Well, the Game Station should help on both accounts. It features a drawer for your system, complete with spots for controllers and an open back for all of your system's wires. What's more, a small TV can sit up top (we found that an additional system sat nicely up there, though). Be aware: it's quite sturdy but the drawer sticks sometimes, and the controller holders seem loose.

www.spectravideo.com



CD holder included with Game Station



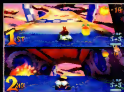
NAUGHTY DOG

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HAND SIGNAL
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It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hair-pin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

www.playstation.com



Once he gets behind the wheel, things get ugly.



Review Crew

Team EGM

Crispin Boyer

All right. It is now the year 2000 and Crispin is officially ticked off. Where are the hover cars from *Back to the Future*? Why haven't we built moonbases like in 2000: *A Space Odyssey*? When are those mutants from *The Road Warrior* gonna swipe our gas? Oh, wait, maybe PlayStation 2 will make all that possible.

Current Favorites
Medal of Honor, Worms

Favorite Genres
Action, Adventure



John Davison

As the holiday season approaches John is looking forward to jetting back to England, where he will forget which side of the road to drive on, enjoy a mere five channels of TV and release how to spell things correctly. Let's hope he makes it through New Year's.

Current Favorites
Sega Rally 2, Medal of Honor, MTV Music Gen.

Favorite Genres
Action, Racing



Dean Hager

It's round-ball time again and Dean is bombarded with the current batch of basketball entries. Floods of laughter could be heard from his cube. The reason? NBA 2K's Create-a-player mode. Some of the players he assembled are downright disturbing.

Current Favorites
Y-Rally 2, NBA Live 2000, NBA 2K

Favorite Genres
Sports, Racing



Shawn Smith

Shawn has Worms on the brain. Now that the PlayStation version of Armageddon is here, he can't stop playing the blasted thing—if not physically, then mentally. Please don't ask us to explain. Shawn's favorite weapon is the missile. It's the long-distance stab in the back.

Current Favorites
Worms Armageddon, Arcade Party Pack, GTA2

Favorite Genres
Action, Adventure

Che Chou

This month, Che got niceby parts for his Integra in preparation for a winter of GTA. Che was knocked off the #3 spot on the Soul Calibur ladder and now sits unappily at #3. He'll win it all back, very soon. Food for thought: What is man but a miserable pile of secrets?

Current Favorites
Sega Rally 2, Soul Calibur, Galerians, SRW 64, NGPC

Favorite Genres
Fighting, Racing, RPG



Chris Johnston

Chris could be seen this month fighting crowds to get into the Pokémon movie opening weekend—even though he's seen it in Japanese. Now only if there were more good animated films like the underated *The Iron Giant* and any of Studio Ghibli's work (*Princess Mononoke*).

Current Favorites
Q-bert, Rocket, Chrono Trigger, Toy Story 2

Favorite Genres
Adventure, Puzzle

Dan Hsu "Shoe"

Did Shoe ever tell you how much he loves Soul Calibur? He's currently up \$80 from challenging officemates to dollar games. He's also currently #2 on the rankings (among EGM, KC and GPM players). Not bad Shoe, but how about using that time for something more constructive, like say...work?

Current Favorites
Worms Armageddon, Soul Calibur, Intelligence Classics

Favorite Genres
Strategy, Puzzle



Shiny New Review Crew Member

(still) coming soon!

Who We're It? Our search for the last KC member is nearly over. But who will it be? The 'real' Elephant Sak? The return of Scali-X? Find out soon. Really. We promise. We're not kidding this time. You'll see.



It was hoopsmania for Team EGM this month. NBA 2K was the center of attention for its jaw-dropping beauty and fluid gameplay. Ricciardi and Leahy couldn't get enough two-player action on the new title. Of course when it came to multiplayer matches Ricciardi refused to take any team but his beloved Knicks. It didn't take long for the NBA Live 2000 vs. NBA 2K argument to erupt. The boys will let their reviews speak for themselves on that matter. Konami's basketball games as well as gbg Sports' NCAA Final Four 2000 made the cut this month. What happened to EA's March Madness 2000? It's not quite done, look for it next month along with gbg's NBA Shootout 2000.



Dan Leahy

Current Favorites
FIFA 2000, NBA 2K, Medal of Honor, NBA Live 2000

With football season winding down, Leahy's been taken 't to the nrm in various hoops sims. Ricciardi's thinking about winning a "cyber-title" for his Knicks, but early indications are that they might have a tough time with the Cavs. Why, you ask? Because they're Leahy's team, and they always win.



John Ricciardi

Current Favorites
NBA Live 2000, NBA 2K, Resident Evil 3, Final Fantasy VIII

Once again, Ricciardi's Yankees dominated in the playoffs and took home the World Series trophy. Now that baseball's out of the way, he's turned his attention to the NBA, in hopes of seeing the Knicks finally win a championship. Can they do it? If not, he'll do it himself with Live 2000 or NBA 2K.



Todd Zuniga

Current Favorites
NBA 2K, NHL 2000, NBA Live 2000, Donkey Kong 64

Todd is completely sold on NBA 2K. He says the graphics are so good it makes PlayStation games look like dirt. Well, maybe he didn't say that exactly but he's darned excited about the Dreamcast just the same. He can't wait for some hockey titles to come out for the system.

This Month...

This month Reviews turned out to be a bigger beast than we anticipated. Again we clocked in at over 60 games with a handful of real winners. Game Of The Month goes to Worms Armageddon on the PlayStation. Hoorayable mention goes out to a couple of DC games including Sega Rally 2 and NBA 2K. On the PlayStation side, there's EA's respectable NBA Live 2000 and the virtual Saving Private Ryan look-alike Medal of Honor. Unfortunately, not everything went through our offices unscathed. We were unimpressed by Dreamcast's first RPG offering, while the crew busted out the proverbial ugly stick with the long-awaited Slave Zero. Last but not least, there was the underwhelming (and much delayed) 007 game, Tomorrow Never Dies. Synchronizer, this was not. As we approach the end of the year, decade and millennium, you can expect sequels reviewed: Gran Turismo 2 (yes!), an early bird review of Chocobo's Dungeon 2, Fighting Force 2, etc. Oh, and some obscure little game called Tomb Raider 4. See you in 30 days!

Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards



Platinum Awards go to games that get four 10's, the best and rarest review a game can get.



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive **Silver Awards**.



Publisher: Hasbro Interactive
Developer: Learning Lizard
Featured In: EGM #124
Players: 1-2
Supports: N/A
Best Feature: Graphics look really good
Worst Feature: Gameplay still sucks
Web Site: www.hasbrointeractive.com/atari

The Dreamcast version improves upon the PlayStation version so much that it's like comparing a final game to an alpha. Centipede looks a hundred times better on the DC. Everything's better looking—transparent water, textures that look good, power-ups that can be distinguished easily from enemies—and what a difference that makes! While the PS translation of the classic Centipede that's included with the game was slow, clunky and hardly arcade-perfect, this one is exact (and a lot of fun to play). That said, the updated Centipede (called "Adventures") leaves a lot to be desired. **There's so much going on in any one level it's obscured the blast-anything-that-moves gameplay of the original.** Between saving Wee People, saving their settlements and worrying about what enemies other than the Centipedes are around you—it's easy to get lost. While in the original Centipede you only faced forward and were limited in how far up the screen you can move, in this you can go just about anywhere and have 360 degrees of movement. That alone changes the game from Centipede to Doom. Don't get me wrong, I like it when companies update retro games. But what if you don't like it when they update it and lose the tone and feel of what made the original so much fun. Hasbro, take note.

Chris
 Maybe it wasn't such a good thing Hasbro called the original arcade Centipede on this disc, because it just goes to show what's wrong with the supposedly "new-and-improved" version. The go-anywhere gameplay saps much of the pulse-pounding tenor of the original. And although Centipede looks better than the PlayStation incarnation, it still gets choppy at times. Even though enemies get mighty quick, **Centipede couldn't hold my interest.**

Crispin
 In my Centipede for PS review, I asked if I really needed to be in 3D, and three months later, I pose the same question: I don't mind if developers want to improve upon a given formula, but it wasn't like all the good gaming ideas were exhausted by 1981. The updated Centipede lacks the genius of the original and is **diluted with generic gaming clichés of 1999.** Like its sibling on the PS, the only redeeming feature here is the original Centipede game.

Ché
 Here's a thought, **perhaps Centipede doesn't lend itself to an update?** Yeah, it was fun as a simple arcade game 30 years ago, but this weak-premise, 3D adventure/shooter just doesn't go anywhere. Granted it looks better than the PS version—for whatever that's worth. Sorry to say, but in this day and age of hardcore first-person shooters, Centipede is just too cute for most. The Classic style is cool though, but not enough to buy the game.



Publisher: Ubi Soft
Developer: Sting
Featured In: EGM #124
Players: 1
Supports: Jump Pack
Best Feature: Nice graphics, decent combat engine
Worst Feature: Little story, randomized dungeons
Web Site: www.ubisoft.com

There are certain RPGs out there that openly forego the necessity of story and plot to deliver a combat-heavy dungeon crawl. Look no further than Eric's Torneo series, or Square's Chocobo RPGs as recent storyless megahits. Dreamcast's first U.S. RPG falls into a similar category, except it lacks the franchise recognition of the aforementioned. But that's basically the sort of context you'll need before you go playing something like Evolution. It might look nice, but it wasn't meant to out-epic Final Fantasy or Dragon Quest. As a dungeon RPG though, Evolution is plenty fun. The combat system in Evolution is slightly similar to Grandia's, albeit not as deep or flexible. For instance, the character development system for magic directly apes that of Grandia's. It's nice, but it's not as well-developed or blown out. During combat, each character can "move" between several different ranks on the grid. This adds a bit of positional strategy, but nothing that turned the tide of victory. I wanted to give the randomized dungeons in the game a chance, but in the end, they were just too bland and populated by some of the lamest bosses I've ever faced. Unfortunately, 16 hours was all it took to finish this game, and I took my sweet time with this one. As it is, **Evolution is a perfect game for first-time RPG vets.**

Ché
 You know when you really, really want some games to be good? Evolution is something that made me feel like that. Imagine the immense disappointment after a few hours of playing time when I realized it wasn't anything special at all. **You can finish the whole thing in around 16 hours.** It's repetitive and the lack of a coherent, involved story makes it difficult to feel inclined to stick with it. I like the combat system, but ultimately the whole thing left me cold.

John
 The RPG genre could not have gotten a less memorable start on stateless Dreamcast. Evolution is adequate from a combat and graphical standpoint, but **just about everything else is bland**—especially the dungeons. You don't really find a dungeon that's interesting to look at and explore until the very end (probably because the final dungeon is not randomly generated). But the game does look nice, especially some of the spells.

Crispin
 Randomized dungeons don't really work in an RPG of this sort. I like a random dungeon when it's an Action RPG like Chocobo's Mysterious Dungeon or Torneo, but when playing Evolution, I didn't come away feeling as fulfilled as a dungeon from an RPG that's got fixed maps. As the first RPG on Dreamcast it's not bad, but **these looking for Final Fantasy won't find it here.** It's a light RPG that won't take long to finish, but I need a more involved quest.



NBA 2K



Publisher: Sega
Developer: Visual Concepts
Featured In: EGM #23
Players: 1-4
Supports: Jump Pack
Best Feature: Rebounding
Worst Feature: Defense
Web Site: www.sega.com



Visual Concepts, already entrenched as one of the hottest sports developers on the DC thanks to NFL 2K, could be poised for a banner year. NBA 2K is not quite on par with VC's stellar football title, but it's pretty damn fun and continues to give hope to sports gamers who thirst for more than the PlayStation or N64 have to offer. Once again, VC has raised the bar for visuals, as NBA 2K looks better than any other hardwood game: cool facial reactions (which can be seen in high-res beauty), fully animated crowds, coaches who look exactly like their real-life counterpart. For the final proof, zoom in on the players in Replay Mode, you can see the holes in their mesh uniforms, tattoos and even facial blemishes...the list goes on and on. Player introductions are done with the complementary arena effects (fireworks, dimming lights, laser show, etc.), giving the



It's obvious NBA 2K is the best-looking basketball game on the market. That fact alone will sell it for a lot of gamers.

game an authentic NBA atmosphere. They even have the Bulls' world-famous laser pregame show complete with Benny The Bull. Gameplay is equally immersive (not to mention damed impressive), save for some really annoying glitches (see reviews). Defensive stalwarts will want to look elsewhere for satisfaction, however, as this game is offense-heavy. Beat your man off the dribble (a relatively easy feat with turbo and special moves) and it's all for the taking...an easy three, a thundering dunk, you name it. Once you get the hang of defense, it does get a little better, but the steal button could have been ramped up a bit, and a hand-check or bump button would have been a nice addition. Other shortcomings include a list of options which is far too brief. There is no General Manager Mode, little game customization (like referee strictness, etc.), and plenty of other goodies which could have added to the package. But hey, it's got the one element all games should possess - fun.

Even though NBA 2K has a flaw or two, it's still a great first-generation basketball title. Once the bugs are worked out, it'll be outstanding.



Visual Concepts has done it again. Following up on the success of NFL 2K comes NBA 2K, a 5-on-5 hoops fest which features crisp visuals and smooth gameplay. Granted, it doesn't have the overall graphic impact that its NFL cousin did, but it is NICE, very nice. **Players are modeled accurately down to the laces on their shoes** Sneeze's corn rows? They're in there. Shaq's tattoo? Right there. On the gameplay side there are some problems. First off, there is some poor AI concerning defensive assignments. Also, after every made basket, one of the team's big men will come back to help take the ball out. If it doesn't matter if he's hanging around half court, the computer will run his slow ass back so he can take it out. Never mind that big men are usually first down the floor, leaving the guards and forwards to bring the ball up. It's ridiculous. Also, the innovative new free throw meter blows. You have to "massage" the trigger buttons into a halfway position before shooting. Something more basic, which makes it harder or easier based on the player's true tendencies, would have sufficed. Finally, the one-player mode is pretty boring, but that's common among the console hoops sims. **NBA 2K is great multiplayer fun, featuring high-octane offense and fantastic trash-talking opportunities** Just ask Riccardo. **Dan I**

As the DC's first "real" b-ball game, I think it's pretty safe to say that **NBA 2K is a must-own**, if you're an everyday fan of the sport, you'll be more than happy with the game's awesome visuals and solid gameplay. If you're more of a hardcore hoops fan, you might be turned off by some of NBA's annoying little quirks (such as centers who insist on rebounding no matter where they are, or the lobby/lane free-throw system), but overall it still delivers. **John R**

OK, the graphics are great but NBA 2K also has fluid gameplay and a lot of good, useable special moves as well. But wait, where are the lean-in jumpers? And why are steals so hard to pull off? Also, the two-player AI defense is kind of weak. **Even with these problems NBA 2K is still a great game for the DC** but for old-school b-ball fans (like myself), EA's Live 2000 is still King. That won't stop me from playing the heck out of this one however. **Dean**

I've been patiently waiting for a basketball game to wow me since Double Dribble, and it has finally happened. NBA 2K is astounding graphically, the sounds are impeccable and I felt like I was playing in the NBA. The only negatives are a lack of franchise mode (though the fantasy draft software that blows) and the fact that the center almost always rebounds the ball. While NFL 2K did some solid things for football, **NBA 2K succeeds on all levels for hoops.** **Todd**



Psychic Force 2012



Publisher: Taito
Developer: Taito
Featured In: EGM #126
Players: 1-2
Supports: Jump Pack
Best Feature: Innovative gameplay
Worst Feature: Frustrating AI
Web Site: www.aclan.com



Like the first *Psychic Force* on the PlayStation a couple years back, this is one fighting game you'll either love or hate. For fighting classics, the *Psychic Force* system will definitely take some getting used to. Since you're flying around in an enclosed arena, all that really matters is judging distances and timing dashes. In that respect, *Psychic Force 2012* feels a lot like other arena fighters (*Power Stone*, *Virtual On*). You'll rely on distance attacks quite a bit, but real offense is dishing in to perform devastating combos and juggles off the invisible wall...reminded me a lot of *Fighting Vipers*. Like any fighting game with ring outs, you're constantly being reminded of your proximity to the edge. Getting near a wall means opening yourself up for chain combos, but unlike the original *PF*, you won't take damage every time you hit the barrier. There's a nice variety of combos to perform, and you're encouraged to mix in special attacks: at the advance level, you'll find yourself looking for openings to dish out combos with machine-like precision. **There's a lot of depth to appreciate, and I found myself getting more and more creative with my techniques.** Still, I don't see a huge audience for the "projectile fighter" (how well did *Evil Zone* sell, anyway?) here in the U.S. If you're a fan of anime, buy it for the excellent localization and subtitles. **Chris**

If you're still deep in the throes of *Soul Calibur* ecstasy, you're probably gun-shy about buying another Dreamcast fighter. But give *Psychic Force* a try. Sure, it looks crude and lacks options, but the gameplay here is fresh enough to hook you. It might take you a while to figure out the right balance of projectile and hand-to-hand attacks. That's what I like about this game—it's different. The simple control scheme means it plays fine with the joyed, too. **Crispin**

I didn't like the first *PF* that much, and prettier DC graphics haven't done much to change my mind. It's not a terribly deep fighter, though it does involve a lot of mind games (trying to guess your opponent's next move, fake rushes, etc.). A few things annoy me, like how easy it is to throw someone after blocking his or her punch/kick combos, and those damn overly reliable one-button projectile attacks. Two-player play is OK, but not great. **Shoe**

The only difference between this game and the original *Psychic Force* for the PlayStation are the graphics and a few of the characters. Almost everything else is the same. For casual players, the gameplay is about on the level of *Toshinden* as far as how much skill is involved. There's some amount of strategy but you'll have to delve. And since most of the attacks are projectiles, it lends itself to a lot of hand-off combat. I wish it had something new to offer. **Chris**

VISUALS SOUND INGENUITY REPLAY

7 7 6 1

Sega Rally 2



Publisher: Sega
Developer: Sega
Featured In: EGM #127
Players: 1-2
Supports: Jump Pack
Best Feature: Better than the arcade game
Worst Feature: Only two-player multiplayer
Web Site: www.sega.com



You'll no doubt read elsewhere that *Rally 2* suffers because it doesn't hold a constant 30 fps, and that this is terribly disappointing. You know what though? Who cares? It's still by far the best-looking and most natural-feeling rally game around...and it's without any shadow of a doubt the best racing game you'll see on the Dreamcast for a while—it looks as good, if not better than the arcade game—and has more cars and tracks too. Those of you who have played the import version before will be pleased to hear that there are no changes in the U.S. release...and usually some of these are very Euro-centric as they're just more recently released cars. Aside from this, all is present and correct. Most importantly the "feel" of the game is still exactly right, and the sense of competition it inspires is top-notch. You actually feel like you're chasing after the other drivers, and as you work your way through the 10-year championship mode, you find yourself on the edge of your seat desperately trying to get into first place. You'll even find yourself taking notes to help you set your car up each time too, you really need to get the gearing and suspension settings "just right" if you're going to win. It's a shame that the multiplayer experience only offers you a two-player game...this would be so great with four of you battling it out. **John**

The import version of *Sega Rally 2* is still one of my favorite console races of all time. Aside from the frisky drop in frame rate from 60 to 30, the game is beautiful in just about every other respect. I don't quite understand the reason behind the changes in the U.S. version (with the frame-rate cutout), but the new cars are a blast to use. With *Sega GT* still in development, *Rally 2* is the best racer you can get for your Dreamcast. **Chc**

Once you get the hang of it you'll truly appreciate this racer. The presentation is awesome, everything from the reflections on the back windows to the graphic detail on the tracks. Car selection is beautiful and full of adjustment options. This is the kind of racing game that'll draw you in for hours at a time. Even so I wish the frame rate was a touch faster, especially around the corners. Without a doubt this is the best racing sim for the DC. **Dean**

It's been a long time in coming, but finally *Sega Rally 2* arrives on the U.S. Dreamcast! It looks a bit more polished than the Japanese version—and wow, is it one damn fine-looking game. Sure, there's no online play, but the game holds up fine without it, especially since other enhancements were made to the game. Easily the top of the heap as far as Dreamcast racing games go. If you have a DC and don't have this game, you're missing out. **Chris**

VISUALS SOUND INGENUITY REPLAY

9 8 8 0

Slave Zero



Publisher: Infragames
Developer: Infragames North America
Featured In: EGM #123
Players: 1-4
Supports: Jump Pack
Best Feature: Mechanized robot combat
Worst Feature: Frame-rate bikes frequent dumps
Web Site: www.infragames.com



Slave Zero is an incredibly cool concept. Mechanized combat, a futuristic city swarming with enemies, you're civilization's only hope. But underneath that concept is a standard shoot-'em-up with not much "wow" after the first level. Still, there are a lot of little touches, like the ability to pick up cars and throw them and destroy buildings or structures to reveal power-ups. As a PC port, *Slave Zero* looks really good, but it's like they didn't do any optimizing when the game was ported to Dreamcast. In head-to-head battles with multiple enemies, the frame rate drops to 10-15 frames per second. It's so choppy that you can't even tell who you're shooting at or aim. This is the game's fatal flaw. Control-wise, *Slave Zero* uses the all-too-familiar *Turok* control scheme. It may take awhile to learn if first-person shooters aren't your bag, but it's very intuitive. It takes awhile getting used to using both the digital and analog pads for full control over your mech. I gotta say that I prefer the third-person shooter like this and *Jet Force Gemini* to the been-there done-that first-person views of *Quake* and *Duke*. It does get a little repetitive, and there isn't much else to do but shoot, run, shoot, and run some more. A faster frame rate, and more storytelling would've been nice, but as it stands, this is a decent shoot-'em-up. **Chris**

Slave Zero is hugely disappointing. After waiting at least a year for the DC version, I couldn't wait to get my hands on the PC version copy. Imagine the horror I faced when I finally witnessed the mercury frame-rates that plague *Slave Zero*. Never mind the mediocre story, the uninspiring character and mech designs and blood death-mach options, with frame-rates this bad, nothing matters anymore because you simply can't play the game. **Chc**

Slave Zero won't blow you away, but for a simple mech shooter it's tolerable. They could've done a lot more with the environments however! The futuristic city theme is fine but there's not enough stuff to mess with. It's just a lot of free-roaming, searching for the next objective. A more diverse selection of enemies would've been nice as well. Two-player is entertaining but four-player drops down to extremely low frame rates. Overall a so-so game. **Dean**

Cool idea, crappy game. How many times do we get that these days? *Slave Zero* is yet another one of those games that I would dearly love it to have been cool but it's let down by sloppy design, tired concepts and a seriously piss-poor graphics engine that slows down so much it renders the game unplayable. The multiplayer mode is a joke, and if you try it with four players, the frame-rate drops so low you can hardly see what's going on. **John D**

VISUALS SOUND INGENUITY REPLAY

6 5 3 0



Publisher: SNK
Developer: SNK
Featured In: EGM #222
Players: 1-2
Supports: NGPC link
Best Feature: Gameplay load times
Worst Feature: CD music that needs to reload
Web Site: www.snkusa.com



It was like KOF 94 was the dawning of a new age for SNK, after having topped off Capcom year after year. Since then, SNK's been busy poring their flagship fighting game to other consoles with dubious results. In a strange bout of delirium, I got the same feeling after playing KOF DM99. **SNK finally got it right with the Dreamcast version.** Even if this is just KOF 94, there's not much here to complain about—unless you're a real stickler about the series. The backgrounds are now a mixture of 3D objects and 2D backgrounds, and depending on what you prefer, this can be good or bad. Overall though, the graphics look brighter and more vibrant. Unfortunately, the higher resolution of the Dreamcast has also made the sprites in KOF look a little dated by today's standards. Another complaint is that unlike the cartridge soundtrack, the music is now rebooked off the GDR-ROM so that it has to reset in between rounds. Most importantly, KOF DM99 competently lives up to its KOF 94 counterpart in the gameplay area. The Neo-Geo Pocket Color support was also a surprising highlight for me. Your R-2 characters can actually learn new moves by downloading data from your Dreamcast VMU. If you're a fan of the KOF series, DM99 is a must-buy. Besides, what other fighter is actually more stylish than the cats in KOF?

Che

This series is starting to show its age. Although it still has that nostalgic old-school feel, KOF DM 1999 really should look a lot better (at least a Street Fighter III level of graphical quality). But even though the sprites are small and the frames of animation are too few, this game should rise over fans of traditional 2D fighters until SFA3 comes out. DM 1999 has tons of characters and that old style gameplay that requires skill, not memorization, to master.

Shoe

What we have here is an old-school 2D fighter for old-school fighting fans. As you'd expect, control is spot-on and you get an enormous collection of characters to choose from. But then we're talking SNK characters—who don't have quite the cachet of Capcom's stars—so you gotta be ultra-hardcore to get excited about this thing. The gameplay is just what you'd expect: the same Street Fighter-inspired moves work for each fighter.

Crispin

If you're not a hardcore fighting game fan, you're probably best steering clear of KOF. While it's a more competent port of a more than competent game, the underlying fighting engine is really starting to show its age, and to be honest—it isn't doing like a Dreamcast game. The controls are solid (even if the moves list is predictable) and the character design is fine, but this will always be a "niche" franchise, and it's not for everyone.

John D

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	7



Publisher: Acclaim
Developer: Acclaim Studios-Austin
Featured In: EGM #125
Players: 1-6
Supports: N/A
Best Feature: Unlimited customization
Worst Feature: Shoddy collision detection
Web Site: www.acclaim.net



I've got good news and bad news about WWF Attitude. Bad news first: Other than a slight facelift to the visuals, **this thing is little changed from the PlayStation and N64 versions**—meaning it suffers all the same annoying little problems. Gameplay's sluggish (although a teeny bit faster). Wrestler animation—aside from the incredible ring entrances—is still Cliff Stinson's shoddy. Watching seemingly whiffed attacks bang opponents across the ring kinda sucks realism out of this already hokey sport, you know? But now the good news: Other than a slight facelift to the visuals, this thing is "little changed from the PlayStation and N64 versions"—meaning it packs more play modes and options than you could ever want and nearly unlimited customization. From the awesome create-a-player feature to the ring setups to the Pay-Per-View mode, this game almost overloads you with stuff to tinker with. And as if its multitude of play modes, multiplayer thrills and customizable options weren't enough to keep you busy, Attitude packs **aww** wrestlers to master. Yet the fighting engine is still simple enough that you can whip this game out at a party and play with newbies. But then you knew all this if you own the PS or N64 game. There's no need to buy Attitude again. The slightly improved visuals aren't worth it.

Crispin

I found myself messing around with the create-a-wrestler mode in this version of Attitude more than I did with the PS and N64 versions. Sure, I enjoy customizable stuff, but I spent a considerable amount of time with the editing stuff in this version because there isn't much else new. And this is all right in most respects. Sure, there's still some sluggishness, but the spectacular graphics make up for it. **Buy it if you don't already own another version.**

Shawn

What can I say that hasn't been said before? Attitude has the nicest-looking character models around. Acclaim's Create-A-Wrestler is the best in the biz. The collision detection stinks. The engine isn't as easy to jump into as the THQ N64 games.... These comments and criticisms apply to every incarnation of Attitude, including this one (but, of course, this bad boy looks the sharpest). **If you haven't gotten Attitude yet, make sure you pick up the DC version.**

Shoe

Same game, different system—that's what it boils down to. Some might think that's cheap, but to me it's not a problem just as long as people know it's unchanged. They could've at least worked on the presentation, the venues look small and the crowds are flat and nondescript. **On the brighter side, it's faster and more responsive (unlike the PS and N64 versions).** Pass on this DC Attitude unless you don't have it on another system already.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	8



Publisher: Rockstar
Developer: VS Interactive
Featured In: EGM #123
Players: 1
Supports: N/A
Best Feature: Cow humor!
Worst Feature: Bad camera, monotonous gameplay
Web Site: www.rockstargames.com



Remember how the 16-bit Earthworm Jim games were insanely difficult and unforgiving? That tradition lives on in EWJ3D. Unfortunately, this game brings nothing new to the table, on a system which has had its fill of 3D action platformers. A few things are missing here which could've made this game better. One is checkpoints. Huge levels, no checkpoints—why? The whole game is divided up into rooms. Let's say you get really far into a level and die in a lava pit. Instead of restarting right from that room, you start from the beginning of the level, with no power-ups collected (except Golden Urns!). There's no Rumble or Expansion Pak support—very unusual for a new N64 game these days. The graphics are very N64-ish and very plain. Some PlayStation games look better. You can control the camera and it's either always following you (by holding R2) or stationary on one angle. This can lead to battles with enemies where you're surrounded and can't actually see where your enemies are. So it's often just shooting blind and hoping you hit them. There's a wide array of weapons in the game but you can't toggle between them, and sometimes the game picks the weapon you'll use on each level for you. EWJ3D's just not that different or fun, and is too frustrating with no payoff. Rental at most.

Chris

Even though this 3D Earthworm Jim accurately represents the wackiness of all that is Jim, it has the typical problems many other 3D action/adventure games have. First and foremost, there's the camera. Trying to control the view while moving Jim around at the same time is a huge pain in the backside. And many of the levels have ridiculously tedious areas in them. So there you have it—the perfect combination of problems. It's funnier than it is fun.

Shawn

Earthworm Jim 3D has some pretty nice level designs and interesting boss fights. A lot of the trademark EJ humor from the 16-bit games have carried over into 3D nicely as well. But everything else about the game is sooooo average. Average frame-rate, average gameplay and average fun. And then there's the below-average, the damn camera work (because my french, but give the game a run and you'll be swearing like a frustrated toddler as well).

Shoe

This is about as bad as they come. OK, so it's ultimately just a 3D platform game, and when I first started playing it, like thought "Oh god, not another one!" did cross my mind—but it has the odd way of endearing itself to you. It doesn't really offer anything new or original, it suffers from some truly gawdawful camera problems, and it's really hard, but it can be quite fun. **If nothing else it's further proof that fart is the funniest thing ever.**

John

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	3

Harvest Moon 64



Publisher: Natsume
Developer: Victor Interactive Soft
Featured In: EGM #25
Players: 1
Supports: None
Best Feature: Open-ended, non-linear gameplay
Worst Feature: Monotonous farming chores
Web Site: www.natsume.com



Even though the 64 has a serious lack of role-playing games, it does get bragging rights to Harvest Moon 64... an as-is-for-form-nominal RPG as you can get. If you're a fan of death and destruction (killing monsters, big explosions and level 20 Death spells), this harmless game will probably make you puke. But if you think you could have a good time doing nothing but farming and wooing babes, then you HAVE to check out HM64. **This is one lovable cart that is like nothing you've played before.** Well, except for Harvest Moon for the SNES and GB (and even fans of those games should check out HM64—there's plenty new here to experience). As hokya as it sounds, farming and dating can be quite fun. Trying to fit everything you need to do in one day (tend to livestock and crops, attend town events, suck up to the purdy girls, etc.) is challenging and amazingly enough, addicting. The best part is, the game is completely open-ended. You can play it any way you want, and you'll never run into old man "fresher" gameplay." HM64 can get rather tedious (but tolerably so, if that makes any sense). Your daily chores are a bit repetitive, but most interesting is having to move animals in when it rains and out when it doesn't. Still, this is a fun and unique experience that definitely is not for everyone. **Rent it to see if it's for you.**

Shoo

Harvest Moon is definitely one of them love-it-or-hate-it kinda games. It's a bit tedious. It's unconventional. It's a farming/dating sim, for crying out loud! But its cutsey gamey games. It's just the sort of thing to attract new types players. Kids will love it, sure, but adults will probably dig this, too. **Here's a game you can play with your girlfriend.** Don't let the second premise scare you. You get mini-games, competitions—lots of stuff to keep you busy.

Crispin

Harvest Moon 64 is a "life simulation" in the true sense of the word. You take up residence as a farmer after your 6 grandparents, and you go about daily farming tasks. But there's so many things to do in this game that no two players are going to have the same outcome. I really like the "cute" style of the art and the openness of the entire game. It's very whimsical, but serious at the same time. Gamers who are into Monster Rancher should check it out.

Chris

Harvest Moon is one of those twilight titles that will go tragically unnoticed to most RPG fans out there. That's a shame because HM64 has that rare charm and warmth missing from a lot of games. There's a lot to like here: the nonlinear farming simulation and scheduling system is challenging. It forces you to make decisions without beating you over the head with a plot, and the dating aspect is just an added bonus. Buy it for your girlfriend.

Chie

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	5

Lego Racers



Publisher: Lego Media
Developer: High Voltage Software
Featured In: EGM #26
Players: 2-4
Supports: Rumble Pak
Best Feature: Slap to gether your own Lego cars
Worst Feature: Needs more multiplayer stuff
Web Site: www.lego.com



Bored of Mario Kart 64? Fed up with Diddy Kong Racing? You could do a lot worse than pick up Lego Racers. It certainly won't take you long to figure this game out. Lego Racers is simple, pure racing fun, with 25 well-designed tracks and tight control. Heck—even the control is pretty simple. Instead of having to hop to pull off a power slide, you just press the power-slide button (R), or press both it and the brake button for a super-duper slide. There's no limit to vehicle variety, either; build your own cars using pieces from classic Lego kits (new kits open when you win each circuit). The colorful courses pack the expected allotment of shortcuts. Some track obstacles can be downright frustrating (such as flying saucers that zap you backward). And the powerups are the usual kinda thing—turbo, guided missiles, oil slicks, etc. You can also supercharge each weapon by picking up white Lego pieces. The turbo is really the only power-up that matters, since it becomes a teleporter that whips you miles ahead once you fully charge it. In fact, you'll spend most races tracking down just turbos and ignoring other weapons. But **it's the lack of multiplayer options that really hurts Lego Racers'** replay value. The game only supports two players, and you and a pal can do it race each other on tracks you've opened.

Crispin

Lego Racers is a good example of a kids' game—a real kids' game. Not one of those crap-games-turned-kids' game so it won't be considered crap. So would I buy it for my own enjoyment? No. Would I buy it if I had a kid? Yes. It can be quite fun to play—albeit simple. Graphics are bright and colorful, racing is competitive but playful and there are loads of tracks. You can even build your very own racer with whatever parts you choose. Now that's cool stuff.

Shawn

I'm not sure what the Lego folks had in mind with this title. Obviously it's for kids but it's so bland the even they'll get tired of it quickly. The tracks are short, unimaginative and devoid of good shortcuts. Power-ups can't be stockpiled so you have to unload constantly. In the end, Lego Racers looks and plays like a cheap Mario Kart clone, only much less entertaining. The only redeemable thing about the game is the Create-a-racer option.

Doan

It's Mario Kart with Legos! The real fun of this game is in building your racer and going head to head against a friend. The tracks have a very cartoony, lego-ish look that (amazingly) doesn't suffer from the standard "re-used" texture look of most 64 games. **It's too bad there aren't more multiplayer options or more customization options for your car and driver** (like creating decals for your car or new shirt designs for your racer).

Chris

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	6

NBA Jam 2000



Publisher: Acclaim Sports
Developer: Acclaim
Featured In: EGM #23
Players: 1-4
Supports: Rumble, Memory Pak
Best Feature: Jam and sim all in one
Worst Feature: Too easy to get dunked/die
Web Site: www.acclaim.com



There's lots of good and bad to NBA Jam 2000, but not much ugly. It's a good-looking game that moves smoothly. One of my favorite parts is announcer Kevin Harlan, who has a no-holds-barred style of commentary, whipping out zingers at every turn. Several different shot animations, some player-specific, are nice to see on fallaway jumpers and three pointers. The free-throw meter is intuitive and challenges the Shaqs of the world. In game statistics display not only the current game stats for players, but season stats as well. There are some big flaws, though. It's simply too easy to get into the point. You can spin, you can jump or you can just dribble into position for a great shot. Dunks are way too frequent, and if you get to the hoop you'll often find yourself going airborne to throw it down with authority. It's also too easy to steal the ball when playing defense. A simple double team makes it difficult for the dribbler to hold onto the ball. **When it comes down to it, the best reason to buy this game is because it's actually two games in one.** You can play two-on-two jam-style and when you get bored you can score up a franchise with draft picks and off-season moves. A bonus points system is included for creating players, trading and free agent signing. A pleasant surprise.

Todd

Uh, if I were Shaq I'd be highly annoyed at the way they made me look in Jam Mode—ouch. Overall the two games in one idea doesn't work that well. Both Sim and Jam Mode are mediocre at best. Sim Mode is the better although it doesn't play a whole lot different than last year's game. **Jam Mode fails to get me fired up either, especially since playing NBA Showtime.** As a 64 basketball game, Jam 2000 falls well below Live 2000 in the pecking order.

Doan

This game is so bad it hurts. The Sim Mode is totally weak—the players look and animate like crap, and the gameplay is completely unbalanced and devoid of any "fun" aspects whatsoever. The Jam Mode is even worse. NBA Showtime runs circles around this junk. The 64 isn't exactly the sports gamer's dream system, but even still, there are FAR better hoops games than this. I wouldn't take this if you offered it to me for free.

John R

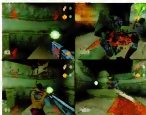
It's too bad that some of the best visuals this side of NBA 2K for the Dreamcast got lost in bagged-down gameplay. **This game is slow, with shot animations taking entirely too long to feel responsive.** The overall effect kills any intensity the game might have had. Also, players from both teams tend to get jammed together when rebounding or driving the lane. I hate not being able to see what's going on, ignore the screenshots, and wait for Kobe.

Dan L

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	6

Turok: Rage Wars

Another year, another Turok...another disappointment because it's been rushed out before some of the problems have been ironed out. When will they learn? Looks like never...



I always thought the premise for Rage Wars was a good idea. Borrow the best ideas from multiplayer games like Quake 3 or Unreal Tournament and throw them into the Turok universe. The only problem is, someone got a bit carried away along the way and made the whole thing unnecessarily unfriendly. The basic multiplayer modes are pretty bog-standard, and if you want to open up the extra modes, you're going to have to sit down and invest a tremendous amount of time in the single-player game (although two of you can play co-op too, which is a nice touch). This wouldn't be so bad if it wasn't so lengthy and tedious: Each character has to go through the same series of simple tasks, and frankly it's just mind-numbing. Fortunately the multiplayer stuff is quite cool, even if it is far from inspired. The deathmatch and team-based stuff is pretty much what you'd expect, but my personal favorite is the capture-the-flag game. It's not quite what you'd find in a similar PC game (it's too dumbed-down)—but it does get the competitive spirit going. The tag game I could live without, frankly. I hated it in Turok 2, and I still do. If you don't have three friends, you can still enjoy the multiplayer game, as there is some perfectly able Bot AI in the game that presents you with some worthy opponents.

John D

Rage Wars is a welcome deathmatch experience after that half-frame-per-second mess that was Turok 2's multiplayer game. The decent frame-rate and the arena-style stages are great for four-player games (less or this one if you're a lone gamer). But for a deathmatch-specific cart, T.R.W. should've been a lot more. Even that creaky old PC game, Rise of the Trident, had more (and better) multiplayer modes. Still, I had a fun time playing this with the guys.

Shoo

What went wrong here? This was supposed to be the definitive multiplayer shooter on the consoles, but instead it's just barely adequate. The multiplayer modes (of which there aren't enough) rely too much on stuff you open in the single-player game—which is painfully repetitive (even when you play with a friend). Still, there's no denying this game delivers plenty of four-player thrills. And with Perfect Dark delayed, what else are you gonna play?

Crispin

Even though I admire the concept behind Turok: Rage Wars, I don't think it works with this type of game. Playing through the one-player game time after time after time with different characters may work with fighting games, but doing the same thing in a FPS to open up stuff can get frustrating and boring. Granted, it's a beautiful-looking game—one of the best on the system—but all in all, I don't think it's worth picking up for multiplayer alone.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	7



Publisher: Acclaim Studios
Developer: Acclaim Studios
Featured In: EGM #125
Players: 1-4
Supports: Rumble Pak, Mem. Pak, Exp. Pak
Best Feature: Multiplayer fragging!
Worst Feature: Tedious way of opening up extras
Web Site: www.acclaim.com



Chase the chicken, kill the chicken, try not to become the chicken. The tag game isn't the most fun of the modes available.

numbers up to four if necessary). As for the modes themselves...they're all pretty standard stuff. The four basic game types that you start with are only supplemented later after you've performed the laborious task of working through the single-player game. Even then, the rewards aren't plentiful. After 30 hours invested, you simply manage to open up all of the characters and weapons—along with two new play modes; a "Time Trial" mode, and a "Frag Fest" which is basically a multiplayer variant on the single-player game.

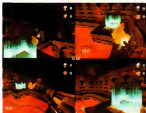
Obviously the game has all the visual polish you'd expect from a Turok game, and with the Expansion Pak in place, the graphics look very tasty—even if the animation is poor.

Ultimately it has to be said that this is yet another Turok game that feels like it's been rushed for the Christmas season. We should be thankful for the few games that are being released...but wouldn't it be so much better if they were more polished and refined? Rage Wars doesn't meet its potential at all. Shame.

Turok has always been a bit lacking in the multiplayer department, and Rage Wars would seem to be Acclaim's way of making amends for this. By throwing all of the best ideas from various PC-based first-person shooters into the mix and stirring it up with the Turok characters, there seems to be some foundation for a quality game.

Unfortunately something seems to have gone a bit wrong along the way. The different play modes, while varied enough to offer some different challenges, aren't what you'd expect from a game targeted as a "multiplayer" game. Somehow we expected more—and maybe at a push, something new.

All the modes let you play up to four players...but that's the maximum number of characters that can be in any one arena. You can't introduce Bots into the fray to make things even more interesting (only to make the





Publisher: Kemco
Developer: Snowblind Studios
Featured In: EGM #221
Players: 1-2
Supports: Rumble Pak
Best Feature: Nice speed, graphics
Worst Feature: Not much boyed visuals
Web Site: www.topgear.com



Top Gear Hyperbikes is like Beetle Adventure Racing in that it features a fair number of shortcuts and various power-ups, except with a bunch of turbocharged street and off-road motorcycles instead of bugs. The crucial difference between the two, however, is Beetle Adventure Racing is fun and has long-lasting appeal. **Hyperbikes just doesn't have enough underarmh its high-speed race.** Yeah, TGR is pretty-looking and pretty fast. I also like the track system on the off-road bike (although it's not very useful in the actual gameplay). But all of the stuff just isn't enough. Most courses are short and uninspired design-wise, and the shortcuts in those courses are ridiculously easy to find and use to your advantage. This makes for boring gameplay...most of the time. Most of the time because it seems the AI bikers are just too damned good on certain courses. Even after running near-perfect laps, hitting the available shortcuts, the best I could place in three laps was fifth (whereas I placed first in the previous course). Perhaps the computer opponents could've used a little more balancing. Two-player has a decent frame-rate, but racing the same courses again and again—It gets boring. Now, Hyperbikes isn't a terrible game—it's put together fairly well overall. But for the money, it doesn't provide much.

Shawn

Once again, Kemco beats everyone to the punch with a new racing game sub-genre for the N64. The Top Gear Hyperbikes engine is mighty impressive—fast and smooth...what else does a racer need? Oh yeah, a nice variety of tracks always helps. Hyperbikes has that too, with a generous helping of shortcuts to keep things exciting. **This is a very, very challenging game that has a lot going for it.** It's no Beetle Adv. Racing, but it's fun enough on its own.

Shoe

I've never seen a game where you have to take shortcuts to have any hope of placing in a race. That said, it's easy enough to find shortcuts that you'll never have to stay on the plotted course again. In fact, it's just no fun to stay on the standard course because there's nothing that interesting or inspiring there—**all the cool stuff is a shortcut or alternative route.** Graphics are decent enough, but have that very plain, textured, Nintendo 64 look to them.

Chris

Like Top Gear Overdrive, Hyperbikes doesn't get fun until you open up the faster bikes and better tracks—after that it's great. **The key is finding and using shortcuts along with lots and lots of turbo.** It's a blast to keep popping off the boosters as you fly down the busy roads. For the most part TGR is really fun but there are a few bad things: The motor sound is crap, handling could be tighter and the bikes are not proportional.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	6



Publisher: Infogrames
Developer: Eden Studios
Featured In: N/A
Players: 1-2
Supports: Rumble, Memory Pak
Best Feature: Fast frame-rate
Worst Feature: Squishy control
Web Site: www.infogames.net



V-Rally Edition 99 is remarkably similar to EA's original V-Rally for the PlayStation. Same developer, different publishers, it's kind of confusing. Anyway, around here we call it V-Rally Lite because the driving gameplay is so dummed-down. **The cars feel squishy and tend to drift all over the road.** It's hard to keep up with the pack when it feels like you're sliding on ice. The frame rate is snazzy fast but the graphics are bland and lack detail. Multiplayer is OK but doesn't do much to redeem the game. Overall a solid "no-no" for this one.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	4	5



Publisher: Konami
Developer: NCEC
Featured In: N/A
Players: 1-4
Supports: Rumble, Memory Pak
Best Feature: Dink control
Worst Feature: Sloppy frame-rate
Web Site: www.konami.com



Yet another NBA game is here to saturate the basketball market. **With NBA: In the Zone 2000 you'll find yourself flustered with the control and disappointed by the frame-rate.** The dribbling animations are nice, but they don't seem to deceive the defense. Rebounding is difficult because the players seem sluggish when they're going up for rebounds. The graphics are solid, but overall the game doesn't live up to its competition. If you're going to choose a new basketball game for your N64, EA's NBA Live 2000 is a better, more solid choice.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	5	5



Publisher: Midway
Developer: Digital Eclipse
Featured In: N/A
Players: 1-3
Supports: Analog
Best Feature: Plenty of newer classic games
Worst Feature: Unlimited continues
Web Site: www.midway.com



Sure, I enjoy retro collections, but **this is the first collection of games that are really from when I was growing up and going to arcades.** It's packed with some of Midway's newer hits: Tobin!, Rampage, Smash TV, 720°, Super Sprint and Klax. All are absolutely arcade-perfect. One play and the memories flooded back. I'm disappointed that Rampage, which is on the PC version, is not included (it's one of my faves). Analog control is a great addition to some of these (especially Smash TV), except for the analog on 720°—it just doesn't feel right. Unlimited continues means that I've now beaten Smash TV (a goal I was never quite able to achieve as a youngster, but it would be nice if retro collectors had some way of earning credit. There's also short behind-the-scenes interviews with each game's creators. If you're going to go that extra mile and include interviews with the creators, why not include things like scans of the game's original advertisements or pictures of what these machines look like would have been a good addition as well. The fact that it's set at a lower price makes it an even better value. If you're the me and hung out all arcades in the late '80s/early '90s, this is a great addition to your game catalog. Makes me wonder why they don't make arcade games as varied as this anymore.

Chris

Of all the retro compilations I've seen come through here, **this one is definitely near the top of the heap.** Not only does this compilation bring back some great memories of mall arcades and having no real money, the featured titles are identical both graphically and gameplay-wise to the arcade versions from long ago. **I can't even choose a favorite from the bunch.** I also like the little history on each of the classics (although the sound quality is poor in the disc).

Shawn

With Smash TV, Klax and Super Sprint, this may be one of the best cheap cash-ins, or I mean, compilations, ever. **Each of these titles was a lot of fun then and is still fun now** (except for Rampage, whose popularity I'll never understand). The fun quickly dissipates, however, because of the unlimited credits. It's simply not challenging (and defeats the purpose of going for high scores) when you can die and continue as many times as you want.

Shoe

Of all the retro compilations I've seen, Arcade Party Pak is by far the most entertaining. Second-wave arcade games like Smash TV, 720°, or Super Sprint dominated the Gifford I frequented and filled a huge void in my otherwise meaningless life. My only complaint is that 720° just doesn't feel quite the same without that whirly slick controller. Smash TV feels perfect with the Dual Shock controller. That's worth the price of admission alone!

Chloe

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	6

Army Men: Air Attack



Publisher: 3DO
Developer: 3DO
Featured In: EGM #124
Players: 1-4
Supports: Dual Shock
Best Feature: Strike-like gameplay
Infuriating difficulty curve
Web Site: www.3do.com



They must just be releasing *Army Men* games too close together or something, because frankly I'm sick of *Sarge*, *Captain* and *Colonel Grime* and all of the faux-WWII bollocks that go along with them. I know 3DO is trying to build a franchise—but the whole *Army Men* thing just isn't appealing enough. I don't want to relate to a badly voice-acted piece of plastic, thank you. Especially when his obnoxious buddies are taking the piss out of my accent like they do in this game. At its heart *Air Attack* is a shameless rip-off of the wildly popular and sorely missed EA *Strike* series...only it's been dummed down and buried beneath the *Army Men* "plot." You fly one of several helicopters on missions that involve shooting stuff, escorting things, blowing things up and saving people. As with the other *Army Men* games the scenario takes you between the *Army Men* world and the "real" world...and like all of the others it's the "real" stuff that holds the appeal here. Some of the missions are very cleverly thought out, and I particularly liked the interaction between the soldiers and the insects of the real world later on in the game. My big problem with the gameplay though is that it starts off great and gets real tough, real quick. The only thing that saved for me is that the two-player mode is a co-op game...a welcome feature these days.

John

Think of a game from the *Strike* series, except with plastic army men and vehicles instead of real military stuff. *Missions* have you taking out air tanks and escorting a teddy bear down a river, among other things. But does the toy-in-the-real-world theme work well? Not really. The *missions aren't terribly entertaining and the gameplay is nothing new*. The *Army Men* concept just isn't as fresh as it used to be. I think it's time to try something new.

Shawn

This is a logical next step for the *Army Men* series, but the minute I see *Army Men Kart*, it's time to run for the hills. But seriously—this is, at least for me, the coolest of the *Army Men* games to pick up and play (and, in my opinion, the most fun of the series). Little touches like the bugs that scream "we're free" when you release them, and the ability to pick up nuns and drop them on your enemies just made this all the more fun to play.

Chris

I have to agree with John about the similarities between this and EA's *Strike* series. It's all about the same stuff only with plastic army men and other toy influences. It's kind of weird when a giant toy robot walks into a *Force (Fire-Fight)*. It's like the game tries to make hardcore violence under an "A" rating (you'll yell, if you don't mind the schizophrenic nature of *Air Attack*, it's kind of fun). I especially like blowing up insects...in the game that is.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	5

Broken Sword II



Publisher: Crave
Developer: Revolution Software
Featured In: N/A
Players: 1
Supports: Mouse, Dual Analog
Best Feature: Story graphics, voicework
Worst Feature: Replay
Web Site: www.cravegames.com



Generally speaking, I have to be in the right mood to enjoy point-and-click adventures. They're about as linear as a game can get, and they don't give you much in the action and replay departments. Thankfully, I was in the right mood. And besides, *Broken Sword II* has a funny and thoroughly entertaining story line. I wanted to leap going to see what would happen next—that is, if I could figure out the next puzzle. In addition, there's a huge cast of interesting characters to run into, tons of detailed voicework, and rich, colorful graphics throughout the game. Of course, the game isn't without a few problems. First, even though the background graphics and character animation is top-notch, some graphics get a bit washed-out, making it difficult to see what's what (and in some cases, making it difficult to solve a puzzle). Most puzzles are easy to sort through, but others are ridiculously obscure (like in a way, since it exercises your brain, but also very frustrating). Sure, this is the nature of point-and-click adventures to a certain degree, but this doesn't excuse those extraneous touches. You'll probably have to resort to a walk-through at one point or another. And finally, the saving interface is klunky—probably due to the port from the PC to the PlayStation. But as far as PC ports go, *Broken Sword II* is quite enjoyable.

Shawn

This is a dying breed of games, which is a crying shame. Some of you remember this from the PC a couple of years ago, and the translation to PS is more than admirable—if a little slow in the off-die access dept. The story line is involving, and more importantly it's actually interesting. The characters' development is top-notch (you actually care what happens to them) and the presentation is very good. It plays even better if you have a mouse.

John

Nearly everything about *Broken Sword II* can be described in one word: "lush." Scenery is lavishly detailed and full of stuff to play with. The voice acting (if which you'll hear plenty) is spot-on. And the game's story is packed with clever twists and leads of funny moments. I only wish some of the puzzles weren't so obscure. There's nothing worse in these point-and-click games than getting stuck just 'cause you've hit a puzzle that makes no sense.

Crispin

This game brought back memories of playing *King's Quest IV* on my old Apple IIGS. If you've got the patience and have played and enjoyed games like *Myst* or the *Yiji* quest, you might enjoy it. But I just couldn't get into it. Like *Shawn* said, some of the puzzles are very frustrating or obscure, sometimes leading to peeking at a walk-through to get by. Animation and storywise, it's fine, but pointing and clicking isn't enough anymore.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	3

Formula One '99



Publisher: Psygnosis
Developer: Studio 33
Featured In: EGM #125
Players: 1-2
Supports: Dual Shock
Best Feature: Car control
Worst Feature: Two-player mode
Web Site: www.psygnosis.com



I've always felt that most F1 games put too much emphasis on aesthetics and not enough on gameplay. Personally I don't care if my car has 30 adjustable parts or if all the correct licenses are present. At the same time I know hardcore F1 fans want all that stuff and more. F1 '99 does a fine job of keeping all the details of the '99 F1 season in order while offering often-inventive vehicles and adequate AI. Psygnosis has made a point of saluting its traditionally strict car control to attract more casual racing fans. While not quite as arcade-like as *Urb Soft's Monaco Grand Prix*, control is definitely easy to learn and master. Interestingly enough the digital pad works much better than analog. When using analog the cars will occasionally drift to the right side. Digital is straight as an arrow, however. On a negative note, two-player is really mundane and at times downright unplayable. It's split screen, one-on-one with no other cars on the track. Some of the wide-open courses are tolerable while others, like Monaco, are horribly confusing. In the end, despite the mediocre two-player, I really like the game. The gameplay is as fun as *Monaco Grand Prix's* but unlike that game, you get all the fancy F1-licensed teams and tracks. F1 '99 will top 'em all but for a really fun and sim-accurate racing game F1 '99 fits the bill.

Dean

Having never been a fan of Psygnosis' *Formula One* series after *Suzanne Croft* left the franchise, I was pleasantly surprised with *Formula One '99*. I had trouble with the game until I was advised me to use the D-Pad instead of analog, and the car immediately handled much better. I still prefer the feel of *Monaco GP* but *Formula One '99* has all the names and licenses so it's a give and take. It's nice to see this franchise back on track once more.

Ché

The overall look and feel of F1 '99 is more 'game' than 'sim', which is unusual for this series. Thankfully though, it captures enough of the spirit of the sport to hold fans' attention. The 1999 season is ably re-created (except for the last few races) so you can pretend you're Eddie Irvine getting screwed by Renault if you want to. My only major complaint is the two-player mode which suffers both graphically even if there are only two of you racing.

John

Past *Formula One* offerings were truly something, but then things went downhill for a couple of years. Thankfully, the series is back on track with this year's version. Controlling your racer is much less strict than in years past (load of arcade-like, in fact) and the graphics and frame-rate are about as good as they can get at this point. Surprisingly, I had better luck using the digital pad to steer than the analog stick. This is one to look into.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7



GTA 2

Publisher: Rockstar
Developer: DMA Design
Featured In: EGM #133
Players: 1
Supports: Dual Shock
Best Feature: Incredible depth
Worst Feature: Graphics are pretty rough
Web Site: www.rockstargames.com



I have a little problem: I've played GTA2 so much, it's actually turning me into a hardened criminal. Or, at least it's making me swear like one. No, not because it's a bad game—GTA2 is just really difficult most of the time. If it's not the rival gangs, it's the cops. If it's not the cops, it's the occasional cable guy who runs you down. There are lots of ways to get screwed in GTA2, and each one is maddening. I guess this would be a bad thing with most games, but with GTA2 I just had to come back for more. **It's like an addiction—an incredibly fun addiction.** I had to complete that next job for the Zlatosax, no matter the cost (about \$30 for the Dual Shock I just destroyed in a fit of rage). And that's what's funny about the game: There's plenty of humor in it (what's funnier than running people over and delivering controlled substances to street-corner dealers?), but there's also a very real side to GTA2: You have jobs to complete (lots and lots of jobs) and rival gangs to wreak havoc upon. When you first start playing, you do all sorts of easy-zay stuff simply because you can. But once you start getting big jobs for whatever gang you decide to affiliate with, you stop speeding around and get serious. After all, you need the sweet cred and mad bank to advance in the game. GTA2 will take you a long time to finish, so it's definitely worth the dough. **Shawn**

Fun? Yes. **Funny?** Sure. **Obscure?** Hell yeah. GTA 2 is all those things, tied together by surprisingly catchy gameplay. It's the type of game that lets you explore and do your own thing while still going about your mission objectives. The excellent AI of the original game is even smarter; city residents, cops and gang members exhibit more realistic and complicated behavior patterns. I love your car's radio chatter, but the sound effects can get annoying. **Crispin**

Who would've thought there's so much strategy and technique involved in committing illegal acts and distributing illegal substances. I never played the first GTA, but you really don't need to have played it to jump right into this one. I agree with Shawn that this game is a lot of fun, but is also really frustrating. Graphics aren't anything to go nuts over, but the radio feature is very cool. **You feel like breaking a few laws, this is your game.** **Chris**

I'm from the school of thought that says the first GTA sold well due to its notoriety, not because it was a great game. Well, with GTA 2, they've capitalized on its pop-cultural appeal (Moving Shadow records... yep) and upped the dosage of hip urban sponsorships. But **it's there's definitely enough here to set it apart from its former self.** Like the fact that different gangs will react to you based on your reputation. Check this out if you loved GTA. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
6	9	8	8



MTV Music Generator

Publisher: Codemasters
Developer: Jester Interactive
Featured In: EGM #135
Players: 1
Supports: N/A
Best Feature: You can make music!
Worst Feature: Fiddly controls with a joystick
Web Site: www.codemasters.com



As I said in my preview last month, this is probably the coolest thing that will ever be released on the PlayStation, and it's a very different kind of product that deserves to sell very well. Upon first thinking this comes across as a very basic sample sequencing program. Some of you may have tried the Acid Products on the PC (from Sonic Foundry) and this is fundamentally the same thing. You pull loops and samples off the CD, load them into memory and piece together a song by "sampling" these loops into a grid. Although a bit fiddly and limited by the PlayStation's meager memory capacity, it is actually possible to produce some very decent results. The package comes with a wide variety of different samples—from Drum & Bass to Rock to Trance...but once you delve deeper into the manual you need to pay attention with this one) you realize that you can manipulate the samples as well as simply lining them up and playing them back. I pieced together a fairly respectable "top shop style" theme complete with "rock" guitars and funky bass lines in about an hour. Show was burning it after I played it to him, so it must have been OK. I've not even touched on the "lame" game and video editor here...but they're simply added bonuses. The real fun is making music. **With patience, it's very enjoyable.** **John**

Being a fan of the original Music (released in Europe only), I'm tickled pink to see its sequel make it over to these shores. This game jams. Having always been a DJ wannabe without the resources to buy real DJ equipment, I found MTV Music Generator a cheap and user-friendly alternative. You can create many a groovy beat on this disc, even if your musical training doesn't go beyond puffing on a recorder. **Give this "game" a look and a listen. It's cool.** **Shoe**

When I first heard about this software I didn't think it was going to be very good. I knew they could do stuff like this on a computer, but thought there was no way to do it on the PS. I was wrong. They not only made this program, they made it fun to use and provided tons of samples (most of which sound good). The load times are briny, organizing samples takes some getting used to and there are some memory limitations but there's a lot to this title. **Shawn**

I'm not sure what MTV has to do with this sequencer, but Music Generator is a cool little gadget for your PS. If you've used any of the Sonic Foundry apps, then you should feel right at home here. **With the help bubbles, everything is fairly straightforward,** although actually pasting the samples could get a little unwieldy with the standard PS controller. Wanna hear the drum's bass tune I cooked up with Music Generator? I'll MP3 it and send it on over. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
6	8	9	8



NBA: In The Zone 2000

Publisher: Konami
Developer: Konami
Featured In: N/A
Players: 1-6
Supports: Dual Shock
Best Feature: Nice animation
Worst Feature: Slappy AI
Web Site: www.konami.com



I feel bad for this game only because live 2000's dominance hasn't left much room for anyone else. If ITZ 2000 had some kind of interesting gimmick or at least more than a few things it did better than anyone else I could see recommending it. Unfortunately it puts itself in the same gallery as the big boys without the firepower it needs to compete. That's not to say it doesn't have redeemable qualities, it has several. The animation takes account of players stumbling, falling backward and getting knocked sideways. Little things like reactions, blocks and passes look good as well. Sadly, the animation isn't the main flaw—the AI takes that prize. While it's not as bad as others I've played recently, it has some serious problems. The computer players are often out of position, leaving gaping holes in the defense. It's quite easy for the opposing team to drive the lane when it's practically vacant. The AI players do some wacky stuff on offense too, like wandering out of bounds or getting tangled with other players. Two-player reflects the same sort of problems you'd see a larger degree. **Overall the game lacks fluidity and the kind of natural gameplay it needs to succeed.** It's a shame because it's obvious Konami is trying to do some innovative things but it's not quite there yet. **Better luck next year.** **Dean**

In the Zone 2000 offers little improvement over last year's game, at a time when big changes were necessary in order to keep up with EA's ever-improving Live series. ITZ suffers from outdated graphics, sloopy controls, horrid sounds (is that a basketball or a lead weight?) and an ugly interface. **If you own ITZ 99, this isn't different enough to warrant a purchase.** If you don't, you should just get live 2000 instead. It's a better game in nearly every aspect. **John R**

This title lags other hoop sims as far as on-gen-5 gameplay goes, but the dunk contest and three-point shootout modes are well-done. The regular game suffers from a lack of atmosphere, some jerky animations and weak AI. Also, there was a real sense of a plodding, slow offense. **Not recommended for hardcore hoop heads.** Time after time I quit at halftime to go back into the dunk contest. Maybe a rental, but really a brick. **Don I**

I like this version better than the N64 edition but it still leaves a lot to be desired. The Name-race is chintzy as all get out. **The players look like they're stouter stepping when they run.** Granted, the special move animation looks good, but it doesn't blend well overall. It's funny, the turbo on the N64 game shrugs players' scores the court at hyper speeds while in this version it hardly does anything. NBA ITZ 2000 has way too many holes in it for me. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	5	6

Medal of Honor



Nazis aren't stupid. When you throw a grenade at one of them, they'll quickly kick it or throw it back. Sometimes they'll even jump on top of one to save fellow troops. It's extra fun when the dogs pick them up.



I've played many different first-person shooters over the years, and few have really left a lasting impression. *Medal of Honor* is one of those few. Looking beyond the occasional graphical glitch, you have a game filled to the top with cool bits. Whether you're sniping a Nazi officer from afar, or dropping grenades down a hatch to take out a group of evil krauts, **you can't help but feel like a World War II Allied badass.** The missions and objectives make you feel like you're actually in the war. The levels have a very real look about them, as do the objects and characters therein. Then there's the sound effects and music—you have to hear them to believe just how they draw you into the game. In addition to the ambient sound and music and overall mood, missions are broken up with old-time footage of the war, with excellent narration. It's like a little history lesson. Multiplayer is one-on-one unfortunately (four-player would've been incredible), but it's still a blast—especially when you unlock some of the secret multiplayer levels and cheats. As for replayability, you open up all kinds of secret stuff by going back into levels and going for better accuracy, more kills, etc. You get medals for finishing particular missions. Do a fantastic job beating the entire game, and you're awarded the Medal of Honor. This one's a classic. **Shawn**

Less like *Saving Private Ryan*: The Game and more like *Castle Wolfenstein 3D*, *Medal of Honor* is a twitch-rich first-person shooter that **emphasizes action over realism.** Nothing about the gameplay is revolutionary; levels are simple and linear. But in this game, presentation is everything. Sound effects—such as the rumble of artillery or barked German orders to speakers—are spectacular. And for once you get to battle a real enemy: Nazis. Cool. **Crispin**

I like my war games to be historically accurate. *Medal of Honor* definitely has the ambience to pull it off, but too many quirkys will snap you harshly back to reality. I'm being critical here because this game was so close to being the perfect GoldenEye killer on the PlayStation. Unfortunately the multiplayer doesn't quite live up to snuff. **Make sure you're playing this game with the volume turned up LOUD!** It's a totally different experience. **Ché**

Without a doubt one of the most atmospheric games ever produced, this is classic stuff without any shadow of doubt. The sound effects and music are unbelievable, while the gameplay itself has all the tension and drama of an old war movie. **I was enthralled from the moment I started playing, and soon got to a point where I didn't want it to end.** Oddly, for such a violent game, there's no blood whatsoever—just like the old movies. **John D**

VISUALS	SOUND	INGENUITY	REPLAY
8	10	7	7

Publisher: Electronic Arts
Developer: Dreamworks Interactive
Featured In: EGM #222
Players: 1-2
Supports: Dual Shock
Best Feature: Killing Nazis
Worst Feature: It's too short
Web Site: www.ea.com



Here, you point out a pimple to a Nazi guard. Then you help him get rid of it by blowing it clean off his face.

Missions take you to various locations around Europe, on land and at sea. You'll sneak around the countryside in France, make your way around an underground fortress in Germany and even sink a U-boat in the middle of the ocean, among many others. In some cases, you even disguise yourself as a Nazi officer. It's especially creepy when a Nazi soldier strongly asks to see your papers while reading his machine gun. If he recognizes you as a spy, you're German Shepherd meat.

Weapons are real-world stuff. Pistols, machine guns, a sniper rifle, grenades and of course a rocket launcher, among others. The music and especially the sound effects will have you looking around the room in amazement. Rounds whiz right past your head, loudspeakers announce your presence to guards and alarms make you sweat bullets.

All of this truly makes you feel like you're part of the action—like you're walking around deserted city streets, risking your life, fighting the good fight for the Allied Troops.

Before 3D blast-a-thons like *Quake II* and *GoldenEye* existed there was a game called *Wolfenstein 3D*. You played an American super-soldier who single-handedly took on the entire Nazi regime, eventually fighting a mech-like Hitler. It was a fantastic game for its time—and in no way accurately represented the goings-on of the second World War. In the same FPS style, except with a bone-chillingly realistic edge, *Medal of Honor* turns you into Special Operative James Patterson as he goes up against the Nazis toward the end of WWII.

Imagine *Saving Private Ryan*, except you're the spy/espionage specialist who goes over before the onslaught of infantry. You drop in and take out key locations (like munitions depots, giant cannons, chemical weapons plants, etc.) and retrieve important materials in the cloak of darkness. Sounds cool, and it is.



NBA Live 2000



Publisher: EA Sports
Developer: Nuff
Featured In: EGM #123
Players: 5-8
Supports: Dual Shock, Multi-2p
Best Feature: Great AI
Worst Feature: The New York Knicks
Web Site: www.easports.com



I figures now that Michael Jordan has retired for good, EA Sports would obtain the license to put him in what many regard as the finest hoops franchise around. Yes, that's right, old MJ can be found hitting fadeaways and throwing down vicious dunks in this year's NBA Live 2000. Lots of other never-seen-before greats can also be found, or unlocked, by beating them in a game of one-on-one. This creates match-ups people usually only talk about. Dream up the marquee match-ups (Dr. J vs. Jordan, anyone?) or go for the more obscure (John Stockton vs. "Pistol" Pete Maravich). This setting is ideal for trash-talkin'. If you eschew the individual game, but are interested in playing with the legends, there are a number of all-decade teams spanning the '50s, '60s, '70s and so on. Even more incredibly, all of these players are modeled accurately to their real-life coun-



It may not look as good as Sega's NBA 2K, but for unequalled AI and gameplay, Live 2000 is king of the hill.

terpart—uniform, hairstyle and all. The old-timers even opt to wear uniforms specific to their era (remember those restricting P.E. gym shorts you wore in school?). This all sounds great, but simulation style basketball remains one of the hardest sports to replicate on a console. Hard-core basketball enthusiasts will tire quickly of not being able to play defense. The computer, on the other hand, seems to have no problem playing in-your-jersey D. The game moves at a brisk pace, and keeping up with your man can be a chore. There are also a ton of gameplay options which fans of the series have come to expect, including Franchise Mode, Draft, Custom Seasons, Arcade Mode and Three-Point Shoot Out. In-game options are deep as well, including the ability to lock a player (you only control that player for the entire game) and set offensive and defensive strategies. Even with all the variables a hoop fanatic could ask for, we didn't feel the gameplay was quite as strong as it could have been.

In years past Live was on the easy side (a common gripe about the game). It was just a matter of finding the open holes for the easy jam. Not so this year, the defensive AI has sewn up all the loose ends.



Playing NBA Live 2000 is the ultimate bittersweet experience. On the sweet side, it's got all the options, players, game modes and on-the-court moves you could want. On the bitter side, it doesn't have the perfect engine to take advantage of enjoying these elements. A perfect example is in the one-on-one mode. Each player, no matter whether it's Jordan or Shaq, plays essentially the same. Sure some guys are taller, and some a little quicker, but it's really kind of boring. It's the same thing in the game. And the special moves like crossovers, spins, etc. go through a motion-captured animation which often sends you in the opposite direction that you want to go. Still, you can hit the turbo button, beat your guy off the dribble, and soar to outrageous dunks. Nice. The inclusion of classic teams and legendary players adds a lot to the re-play value. Finally, pit Shaq against Will and see who shows up. It's hard not to like seeing these guys on the court together. Once you get familiar with some of the control glitches, two-player games are really fun. One-on-one mode, including Michael Jordan, is a relatively boring experience thanks to the difficulty of playing defense. Use the special move of choice, hit turbo, dunk and repeat. Oh well, I give them credit for trying to do a 1, end coming up a bit short.

Dan L

Aside from the fact that the frame-rate is a bit weak, and the overall game speed is a bit fast (and cannot be adjusted), I have just about no gripes at all with NBA Live 2000. This is how console basketball should be. Awesome animation (for the PS, anyway—it looks dated next to DC NBA 2K), tight gameplay, smart AI, tons of options and features and a slew of hoops legends (Dr. J, baby!) make this any **EA's best ball game ever.** EA, please port this to DC.

John B

You gotta love having MJ in the game! Basically Live 2000 is a tweaked-out version of last year's game. Beyond the new all-decade teams, MJ's One-on-One and the huge list of classic players, the "brick-wall" defense is the biggest gameplay change. **Single-player games are tough.** No more can you can't cut to the basket untouched, it's all teamwork now. Those who dogged Live for being too easy should check out this year's defense-enhanced game.

Dean

NBA Live 2000 is filled with features you just haven't been made fun of for it, but my favorite part is the one-on-one mode where you play street ball against NBA legends from the last four decades. I dismantled Jordan 51-9 with Iverson. **As far as general gameplay, the frame-rate has improved though you'll still run into occasional choppiness.** Dunks are great fun, special moves are reserved for certain players, and rebounding is much easier.

Todd

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8



NCAA Final Four 2000

Publisher: 989 Sports
Developer: 989 Sports
Featured in: EGM #122
Players: 1-8
Supports: Dual Shock
Best Feature: Bubble watch
Web Site: www.989sports.com



A big thumbs-up to 989 for putting in over 300 college hoops teams, so that those 1,900 fellows can feel like a part of big-time college ball. But a monster thumbs-down for using the slow-witted Quinn Buckner as a commentator (although I'd have to say this is some of his better work). Besides that, there are a lot of good features in NCAA Final Four 2000. The **coolest part is the Bubble Watch** which allows you to track your team's progress in relation to the NCAA tournament. The post-season awards are a nice touch, too. They feature first and second team All-Americans, National Player of the Year and Conference Player of the Year. There are four gameplay settings, but it seems like the only way the defense stops you on the Senior setting is by prying the ball loose regardless of what moves you put on. Probably my biggest gripe about the game might seem minor, but the ball always hits the rim. You could shoot a prayer full-court and it will clank off the rim. It may add to the excitement, but it deducts from the quality. Another flaw is the lack of special moves. Sure, I can spin the ball in the palm of my hand prior to a free throw, but I can't dribble between my legs or throw a vicious spin move at the defense. Overall, this is a solid game and one of my favorite parts is that DePaul University is finally good.

Todd

Help, they sucked all the fun out of this game! It's not quite that bad but the amount of stealing going on is ludicrous. Depending on the difficulty level the computer will a) let you steal the ball at will or b) steal or block your shots (even dunk) constantly. It's very frustrating. **It's much tougher to make a shot in general.** The ball bounces around the ring and ramps out a lot...too much in fact. Play the game on Sophomore level and it's pretty good.

Dean

If you lived Final Four 99, chances are you'll like Final Four 2000. **Similar to last year's game, Final Four isn't too heavy on the sim aspects,** relying more on fast-paced, arcade-style play. If you're a serious college hoops fan, you may want to hold off to see how March Madness 2000 turns out, but if you're just out for a solid, fun-playing college ball game, then do you fine. Personally, I'm not a huge fan of college ball, so I'd rather just play NBA Live.

John R

This is a decent game of hoops gone awry. The shot meter is great at first, but a little practice runs the feature. After two games, I was dropping 30 points on Duke with some small guard from **Chump University. You get the idea.** Even with this feature off players from both teams shoot ungodly percentages. Still, this game does a lot right, and is pretty fun for a head-to-head clash with your roommate. Check it out if you're a college hoops buff.

Dan I

VISUALS SOUND INGENUITY REPLAY

7 6 6 7



Test Drive 6

Publisher: Infogrames
Developer: Pitbull
Featured in: EGM #122
Players: 1-2
Supports: Dual Shock
Best Feature: Big selection of cars
Web Site: www.infogames.com



In the past Test Drive has always played second fiddle to recent like Need for Speed, Gran Turismo and Ridge Racer. Last year TD 5 narrowed the gap by offering a good variety of cars (muscle and exotic), decent tracks and a smokin' flame rate. The only thing holding it back was the unimaging handling. Basically you had to run mistake-free race to place in the top three which was very hard to do. For Test Drive 6, all I hoped for was a similar game only with handling comparable to Need for Speed: Hot Pursuit or even Gran Turismo. Well, they certainly worked on the handling and physics but they turned it heavily toward the arcade side of things. Instead of authentic, specific-to-the-vehicle physics, the cars have that **burning-on-a-spindle** feel and bumper-cramped gameplay. Personally I don't like that sloppy stuff because it never feels like your car is gripping the road. Granted each vehicle handles differently, for the most part they're all loose. If you can get used to that (I can't) the game has some nice points. Beyond a load of licensed cars, there's **Pin-strip racing, Watering, Two-player and Cop Mode.** Two-player is possible, but again, the top handling and limited view make for frustrating games. If you're a Test Drive fan, give TD 6 a go for what you make a decision.

Dean

TD6 is a real letdown. I don't know what happened. Control is too loose, and it often looks like your car is floating along the road (and the cars look like they're wrapped in plastic or something). The game looks and feels more like some no-name racer than a TD game. No, it's not a complete loss—the courses are designed well and are quite long, and there are plenty of vehicles to choose from. But TD6 is not what I expected from a game in the series.

Shawn

I haven't played a Test Drive game (other than Off-Road) since Test Drive 2. The game's changed quite a bit since then! Although I prefer the more arcade feel of Test Drive 4, this series was built on a more simulation feel. It has a good selection of cars (both new and old) and a good selection of modes. Fans of Need for Speed will appreciate the police chase. But there are so many good driving games on the PS, this falls just right of center.

Chris

Test Drive 6 totally took me by surprise. Gone are last year's virtues like realism, finesse and all that other stuff that makes me want to play a racing game. **TD6 has been dummed down into some incomprehensible arcade game,** more comparable to games like Runabout, or even Demolition Racer. I like placing bets on your own outcome, and chasing other racers as a cop is novel for an hour or so...overall though, TD6 was neither exciting nor appealing.

Che

VISUALS SOUND INGENUITY REPLAY

6 6 5 7



Tomorrow Never Dies

Publisher: EA/MGM Interactive
Developer: MGM Interactive/Black Ops
Featured in: EGM #122
Players: 1
Supports: Dual Shock
Best Feature: Varied gameplay
Web Site: www.tnmdgame.com



GoldenEye 007 may have hit the Nintendo 64 a year late, but it turned out to be a better game than any one expected. Now, Tomorrow Never Dies is hitting the PlayStation a year late—but that's where the similarities between these bond games stop. **TMD is a major disappointment.** It does start off fine, early levels deliver intense, stealth-intensive gameplay that have more in common with Syphon Filter than Rime's N64 masterpiece. The music is excellent. And unlike most games that try to mix varied play styles, TMD does a decent job at giving you more to do than just shoot, sneak and snoop: The ski stages and Chase HQ-style driving level give you a true Bond-flick feel. But things start going sour during the game's second half. The visuals suffer more glitches (I've actually shot enemies through walls), Missions (I've actually shot them before they fall), Croft—she's a media mogul, not Iron Man. **Lame.**

Crispin

When I was playing through Syphon Filter, I kept thinking that the engine would have made for a great Bond game. **Now that the Bond game is here, it's a bit of a letdown.** The problem is with the game's engine, which never ceased to piss me off. Slowdown, clipping, erratic camera in small enclosed places, all of it detracts from what could have been a really solid third-person shooter. Still, the mini-games were fun, but few and far between.

Che

Tomorrow Never Dies has all the components of a really cool third-person shooter, but somehow it just never comes together. The game starts off nicely, with a mixture of stealth and action missions, but by the second half, the seams begin to show. One gripe I had was with how the game handles targeting. It'll lock onto something, but as soon as you take off running, it's hard to keep track. Also, sprinting in first person is awfully slow and clunky.

Dean

It's kinda like Syphon Filter only not as good, which would possibly be OK if you actually lived SE, and I didn't. Considering how long this has been in development, it's very disappointing—and hardly the PlayStation's answer to GoldenEye. I kinda dig the variety in the levels, and the James Bond-ness of it all (especially the chases), but the controls suck, the graphics look terrible and the camera is moiling short of useless. Another wasted license.

John D

VISUALS SOUND INGENUITY REPLAY

5 8 5 5

FOR GAME BOY
COLOR



Join Porky Pig,
Tweety Bird, Daffy
Duck, Tasmanian
Devil, Speedy
Gonzales and, of
course, Bugs Bunny
as they romp
through adventure
after adventure!



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SUNSOFT

Toy Story 2



Publisher: Activision
Developer: Traveller's Tales
Featured In: EGM #123
Players: 1
Supports: Dual Shock
Best Feature: Sweet graphics
Worst Feature: Nothing
Web Site: www.activision.com



The characters of Toy Story fit very naturally in a video game, and Traveller's Tales has done a great job of snapping everything together. It may not be the most difficult game in the world, but it's going to be just as fun for the experienced gamer as it is for the novice. It follows the plot of the movie, and includes lots of cutscenes which you can choose to watch later as you open them throughout the game. Control is silky smooth, and there are two options for the camera—active and passive. I ran into times where I had to switch the camera control just to make routine adjustments to my positioning. At no point did I feel like I was fighting the camera to get through a level, which is the main pitfall of the 3D platform game. Levels are the perfect length—if they were any longer it wouldn't feel like there's a steady enough progression. Music sounds as if it's from the movie, but even if it's not, it fits nicely into gameplay. I don't think there's any doubt that the reason this game is good is because of the strength of the characters and the Toy Story world. Take that away, and you've got yourself an average game. There's really nothing to complain about, but on the other hand, there's nothing to shout about other than the quality of the graphics. I'd suggest renting it if you liked the movie, but if you're a huge fan, it's a buy.

Chris

Impressive. In a day where it's easy to pump out a generic 3D platform game, Traveller's Tales gives us something that not only looks sharp, but plays great as well. Toy Story 2 has an old-school platform game feel to it, despite being constructed of polygons like how Mario 64, or Super Mario Bros., this game is exactly how you'd think the original side-scroller should look and play in 3D. Give Toy Story 2 a shot. It's not as "kiddie" as you think.

Shoe

I haven't seen the movie yet, and this game makes me want to watch it all the more. Unfortunately, some of the plot was spoiled for me, oh well. As a 3D platformer, Toy Story 2 puts its elegant engine to good use with some of the best "toy world" levels I've seen. I do wish there were more variation with the goals—you've always got the same five objectives on every level. However, for the younger gamer, Toy Story 2 is a pretty good buy.

Cho

This is one of the best kids' games I've seen in a very, very long time. Graphically it's top-notch, but what's best about it is the design of the levels. Sure, it may be easy for a lot of gamers (especially the bosses which are a walkover), but the whole thing is pieced together in a package that just oozes quality. As a "game of the movie" it's tough to fault. It has a few camera problems in places, but unlike many 3D platformers it generally does a great job.

John B

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	6

Twisted Metal 4



Publisher: g99 Studios
Developer: g99 Studios
Featured In: EGM #123
Players: 1-4
Supports: Dual Shock, Multi-tap
Best Feature: Better than TM III
Worst Feature: The concept's getting real old
Web Site: www.g99studios.com



The good news: g99 went back to the drawing boards and has given us a better game than the previous offering that was Twisted Metal III. The game engine plays and feels very much like the first two offerings from SingStar. Gone are the constant and annoying flip-outs from III (although the programmers overcompensated for this a bit by having the cars flip back a little too quickly). The arena designs are better this time around as well. They have a lot of variety, are interesting for the most part and are full of secrets. Finally, the new remote weapons are a nice addition to the arsenal. Everything seems to indicate that this is the best Twisted Metal yet, but unfortunately, that is not the case. So what's the bad news? The game speed varies from extremely fast (almost too fast in the one-player game) and smooth to choppy and slow. The graphics themselves are a step down from the nice-looking TM III. Once in a while, you can get your car stuck against a wall, and it won't become unstuck until you get stuck with an opponent. Also, some of the levels are way too big, leading to prolonged periods of inactivity while you're trying to locate some machine gun fodder. **Sure, this is better than TM III, but do we really need another car combat game?** The game's getting old on the PS...let's let it retire until PS4.

Shoe

TM 4 is better than last year's game. They fixed the roll-over problem as well as other control issues. The environments are bigger and more interactive as well. You can now hop objects to reveal secret passages and special weapons (great fun). Even so, it's no Regue Trip. Things that hurt it: Create-and-it's too limited. It takes too much to kill enemies, and vehicles occasionally get hung up in walls (glitch). On top of that, multiplayer is a bit boring at times.

Dean

I don't understand why this game is updated and reshaped every year like it's a sports game. The first two were fine! I never got into Twisted Metal before, and number four didn't do anything to convince me that I'm missing out. Multiplayer is no fun with any more than two players, and the cars are so small that you can hardly determine what's a weapon and what's a powerup. If you've played Twisted Metal before, this is all too familiar territory.

Chris

Having driven in a real demolition derby, you would think I'd appreciate this a little more. Yes, Twisted Metal 4 has all the tweaks that we screamed about last year, but for me, it's still the same old game. This series, which goes on its fourth anniversary this year, is becoming seriously stale. Deathmatch has always been the main staple of Twisted Metal, but not even that could salvage an otherwise hackneyed formula in TM4. Please, introduce something new!

Cho

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5

Vandal Hearts II



Publisher: Koei
Developer: NCE Tokyo
Featured In: EGM #121
Players: 1
Supports: None
Best Feature: Story line, music
Worst Feature: Long, boring cutscenes
Web Site: www.koei.com



The big thing that differentiates Vandal Hearts II from all the Tactics-itis or Tactics-itis that before it is the two-unit simultaneous movement during combat. This unorthodox battle system has enemy characters moving at the same time as yours, so while still staying a turn-based game, it gives you a little more sense of being active and live (real-time, if you wish). It sounds good on premise, then sucks when you first try it out (you'll be swinging at empty spaces a lot while you're trying to anticipate what the CPU is going to do). It then becomes pretty darn cool again once you learn how the AI is going to act. When you do get the hang of things, you'll find that to be the deepest strategy RPG yet. One thing for certain—you'll need to use your noggin to win the fights...a lot more so than in other games of this type. If you're not a fan of neggin-again, you won't enjoy Vn II at all. Besides this neat style of combat, the game has an awesome soundtrack (one of the best I've ever listened to) and a deep story line with twists and turns (although the cutscenes and accompanying dialogue can really drag on at times). The new weapon/armor system will remind you of features found in more recent Final Fantasy games, which is a very good thing. It's yet another aspect of Vn II that gives it a healthy dose of death. Recommended.

Shoe

Koei's latest sequel is a class above its predecessor; the simultaneous movement and weapons/character development system makes this a complex game. The flow of combat will confuse most of you used to a more traditional tactics game, but it's rewarding once you use it to your advantage. With Square still holding back Front Mission, and Bandai's unlikely release of Super Robot Wars, you'll have to make do with Vn as your tactics fix.

Cho

It took me a long time to get used to this sequel's chief innovation—its simultaneous movement system. Half the time I had it (it does speed up the game), half the time I didn't, depending on whether I guessed my enemy's movement correctly. Otherwise, Vandal Hearts II is nearly as addictive and easy to get into as the original. The new weapon-skill system encourages experimentation. You practically need flow charts to follow the story, though.

Crispin

As far as tactical RPGs go, Vandal Hearts II is one of the best. The sequel adds a lot, including enemies that move when you do—and you have to anticipate those moves. Meaning that there's another level of strategy you have to devise before blindly positioning and attacking the enemy. The gameplay and the story line are a lot deeper than the first game. Graphically it's not that much different from the first Vandal Hearts. A solid title for RPG fans.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	9	7	5

DID YOU KNOW...

Nintendo wasn't particularly happy with last month's Donkey Kong 64 cover. Funny, everyone on our staff loved the thing.

Everyone on the EGM Staff enjoys primates of all shapes and sizes.

Crispin Boyer isn't getting enough iron in his diet; therefore, he has been eating a lot more steak and red meat. Chicken is not a good source of iron.

Nearly all of the EGM writers are in their 20s. Chris Johnston is the youngest EGM Editor.

Art Director Jim Cordano is expecting a baby any day now. Good job.

EGM's favorite Olympic sport is Bobsledding. Ironically, EGM's favorite movie is Cool Runnings.

WEB SITES

AS COOL AS ICE

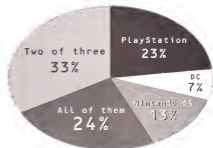
members.tripod.com/~HatPerson/wefrdweb.html

Thank you to all who continue to send us sites. We love checking them out more than we love cheese. As usual, here's all kinds of sites. Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Send website submissions to shawn_smith@zd.com

- www.hogwatch.org/resourcecenter/counter.html
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- mudhead.uottawa.ca/~pete/beard.html
- web2.airmail.net/fritz/spframe.htm
- clubs.yahoo.com/clubs/gokusdbzwarrriors
- www.sumodance.com
- www.mama.com (CAUTION: fanatical)
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Which of the these modern systems do you own?



videogames.com
poll 10/27/99

HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. That is all.

- The nurse in last month's feature. She was so fine.
- Soul Calibur still going strong in our offices.
- Bandal airing Gundam anime series in America
- EGM's Soul Calibur poster
- 52 minute song by a band ironically named Sleep
- Galerians and non-censorship
- Boobs & garters
- Sega GT game for DC
- NFS: High Stakes for DC
- Midnight Vultures by Beck
- Bill Withers
- After-workout protein shakes
- The Slick 50
- The words "Mother Trucker"
- Maxim, Stuff and other such men's magazines
- Overheated Soul Calibur bouts interrupting normal office life.
- The constant tapping noise of joystick buttons from Soul Calibur in the next cubicle
- Nintendo
- Game delays
- Buying cars on Ebay
- Halloween costumes that chafe all night long
- The Slick 25
- Beck's upcoming album being pushed back from early November to the 23rd of Nov.
- The Austin Powers-esque voice on Tiger's Boogey Ball game
- The Xena: Warrior Princess blooper tape. It's scary, too.
- Free popcorn and oatmeal instead of pay raises

EGM's Random Quote of the Month

"Sometimes my urine smells like sausage."

Anonymous EGM Staffer in reference to an amazingly foul smell in our office bathroom



Publisher: Electronic Arts
Developer: Infogrames
Featured In: EGM #225
Players: 1-2
Supports: Dual Shock, wheel
Best Feature: Frame-rate and controls
Worst Feature: Can't configure control scheme
Web Site: www.ea.com

Last month I spent all my time zipping around the motorways of England with Team Honda in TOCA 2. This month, I find myself drifting around the paved roads of Spain, or sliding around the muddy bards of Indonesia in my Subaru Impreza. **V-Rally 2 picks up where last year's V-Rally left off with nice solid results.** Complaints with the previous installment included sensitive controls, clunky car physics and frequent car flipping. In V-Rally 2, they've tweaked the car flipping quotient so that it's a lot more tolerant of bad driving. You can now scrape along the side of the road, or even run up a slope, without constantly falling into last place. The physics of the cars have also taken on more bounce; they feel lighter, more buoyant and absolutely responsive. The real highlight of the game is how smooth it can maintain 30 fps even while you're neck-to-neck with three other cars. This helps V-Rally 2 achieve a sense of speed not commonly seen in a rally race. The car models are also among some of the best I've seen on the PlayStation, with both exterior and interior wheel detail. A couple grips: There's no way to configure the game to use the other analog stick as a throttle, and your navigator's voice quickly begins to grate. Otherwise, V-Rally 2 is the perfect balance between arcade fun and sim intensity. **Cho**

This is considerably better than the original V-Rally, and it seems that a lot of lessons have been learned about what people want from this kind of game. The cars no longer flip over at the slightest hint of trouble, and they now have much more of a Sega Rally-type feel to them. The controls are spartan, the graphics are excellent, and the selection of cars will have ardent Euro car fans enthralled. **This is a superb racing game...don't overlook it.** **John**

VR 2 is every bit as fun as Sony's Rally Cross 2, plus it gives you real cars and authentic Rally features. It's the perfect combination and easily my favorite Rally game to date. **The changes made to vehicle physics and handling have done wonders.** It's more forgiving than V-Rally yet not too soft and arcade-like; it's just right. Replay value is high due to voluminous amounts of tracks and cars. Two-player works great as well. Rally fans must have this game. **Dean**

V-Rally 2 is put together extremely well, from the opening diorama to the gameplay itself. The frame-rate stays high, and courses (though a tad short in some cases) are designed well. Although, I have a preference for the tracks I created with the In-game editor—especially the one with the super-high jump. The game is pretty amazing graphically, too (especially night courses when the headlights come on). Overall, it's a bit technical but it's also fun. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	8



Publisher: Activision
Developer: Paradax
Featured In: EGM #222
Players: 1-4
Supports: Dual Shock
Best Feature: Four-player fighting
Worst Feature: Gratuitously violent content
Web Site: www.activision.com

This game was not put together for your benefit. They should've just been straight with us and called it "Wu-Tang: When Marketing Departments Collide"—apparently it was "inspired" by the hip-hop group's love of kung-fu movies...but really it's a way of taking a mediocre fighting game and slapping a license on it. The thing is, that's part of the problem. I don't think a game has ever made me feel uncomfortable before—but this is the first time I've genuinely felt that things have gone a bit far. It's not being an old fart, or overly righteous—but seeing Method Man plant his foot on his opponent's chest and then swinging his sledgehammer like a golf club against his head is, frankly, just asking for trouble. It would get bad press for the action alone...but the fact that it's a "real" guy means that it's going to attract the wrong kind of attention. **This is the first game ever where I don't feel I could defend the content,** and that's bad. It's not even a particularly good game either. It's probably the closest we'll ever get to Thrill Kill, but the fighting engine isn't great. It feels too much like an "extreme" wrestling game, and the net result is that you get that "disturbed" feeling from the action. The four-player mode will no doubt get the most play-time from most people...but it gets old really quick. **John**

At least you can finally see what the fuss over Thrill Kill was about (and you'll certainly see the bloodshed that made EA balk). But if you look past the antics and silly marketing tie-ins, Wu-Tang is actually a decent four-player game. Sure, the button-mashing gameplay makes for a shallow experience (despite shades of moves). And things get sluggish in larger arenas. But Wu-Tang's a fun diversion that'll likely get more attention than it deserves. **Crispin**

I know plenty of you out there are starving for a Thrill Kill four-player goon-fest, but believe me when I tell you that you can get it all out of your system with a one-evening rental. Sure this game has an impressive lot of moves and combos. When you start the chaotic four-player game, however, **most of the action deteriorates into a button-mashing orgy.** Wu-Tang is worth checking out, but it probably won't hold your attention for too long. **Shoe**

I think where the line draws for me is the fact that these are real people (gangsta rap supergroup Wu-Tang Clan) committing premeditated acts of violence on screen. **As a fighting game, Wu-Tang just isn't that exciting or fun.** It's a lot of button-mashing mayhem and a lot of gratuitous violence. Maybe that does it for some people, but not me. You don't actually need to know any of the moves—just button mash like crazy and you'll be fine. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	4	5



Publisher: Hasbro Interactive
Developer: Team 17
Featured In: EGM #225
Players: 1-4
Supports: Dual Shock
Best Feature: Tons of options, multiplayer
Worst Feature: Painfully slow CPU AI
Web Site: www.hasbrointeractive.com

Many deadlines ago, we here at EGM were glued to our TV sets, playing the original Worms for hours at a time. Now, the third and best shooter in the series (Worms 2 never came out for the consoles) is here, and I couldn't be happier. **This excellent strategy title makes a perfect party game.** Almost everyone I know loves it (except Mark MacDonald of GPM...strange one, is it). Don't let the term "strategy" scare you off either—this is a simple game that's really easy to jump right into. It's also one of the most fun things you'll ever play. Whether it's Crispin's dentally falling on top of a live stick of dynamite he just placed or me inadvertently letting go of the Ninja Rope over water sending me to my watery grave, something inevitably goes awry. And when it does, everyone laughs their heads off. As a sequel, this one doesn't disappoint. The graphics are leagues better. The game has tons of new (and secret) weapons. The numerous game schemes provide plenty of variety. The training mode adds a lot to the normally weak one-player Worms experience. Speaking of which, playing WA against the CPU is slight (it doesn't work as smoothly as I'd like it to), but it takes an awful long time to think up its moves. Don't get this for the one-player game though...this is meant to be played (a lot) with friends. **Shoe**

It comes down to this: **If you have at least one friend, you should own Armageddon.** And since most PlayStation owners have at least one friend, all of them should own this game. It's that good. In fact, the only things that are a little off about the game are the cheesy euro-dance music at the Title Screens, and how long it takes the AI to decide what to do during a one-player match. Note: You don't need to own a multi-tap to enjoy multiplayer fun. **Shawn**

Worms Armageddon may have originated on the PC, but this madly rewarding multiplayer experience reaches its full potential on the PlayStation. Invite three pals over (you don't need a Multi-tap), boot this thing up and you're set for hours of goofy fun. Everything about WA, from its extensive options to its many play modes, is fine-tuned for multiplayer play. Even non-gamers—like, say, your significant other—will love this game. **Crispin**

The Worms series has long been a favorite of mine on the PC, but Armageddon is certainly the best incarnation yet. It's best with four players—and with a bunch of friends who don't take things too personally. This can get really competitive, and you'll find yourself playing for LONG sessions, exploring the possibilities of the wacky weapons while devising increasingly fiendish strategies. **This is multiplayer video gaming at its best.** **John D**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	9	9



Publisher: Activision
Developer: Livesey Technologies
Featured In: EGM #323
Players: 1-6
Supports: None
Best Feature: Better than Atari 2600 games
Worst Feature: Some of our personal faves not here
Web Site: www.activision.com



A more exciting collection than the 2600 compilation, Intellivision Classic Games brought back tons of fond memories for us all. Some of the ones are here, like Snake and Shark! Shark! John D. loves the gameplay of these classics, although the bad graphics still turn him off. Crispin and Shore are bummed out some of their favorites aren't here, like the AD&D titles, Deadnaught Factor, B-52 Bomber and Utopia (the two-flight Classics 2, perhaps). If you grew up loving Intellivision, be sure to pick this disc up, even though the controls (sans keypad) are inconsistent.

VISUALS	SOUND	INGENUITY	REPLAY
2	2	1	5



Publisher: Hasbro Interactive
Developer: Artech Studios
Featured In: EGM #325
Players: 1-2
Supports: Dual Shock
Best Feature: Classic gameplay, updated!
Worst Feature: No construction/random mode
Web Site: www.hasbrointeractive.com



One of the most neglected classics of the '80s finally gets its fair share of updating. Shore commented that this is an **awesome update of the original**—which keeps the same feel, but updates it flawlessly. Not only does the Adventure mode hold plenty of variety and challenge, but the original game is included. Only thing missing is a level construction kit and a random level generator. Includes a handful of hard-to-head boons which are a blast. Chris says that it's an action puzzle game taken from its simplest form to its most advanced. Excellent.

VISUALS	SOUND	INGENUITY	REPLAY
9	8	9	8



Publisher: Activision
Developer: Syntax Developments
Featured In: EGM #322
Players: 1-2
Supports: Link cable
Best Feature: Classic old-school gameplay
Worst Feature: Grating sound
Web Site: www.activision.com



"It's been updated enough without them really ****ing with it" was the first comment from Johnny England. Asteroids is an excellent retro remx. Now with power-ups, color graphics and a two-player link mode, the original game has been steered up just enough to make it feel modern...but the incredibly addictive old qualities are still there. **You can always tell a great game on GB when whes and girlfriends steal it, and this one was 'borrowed' a lot.** It's a shame the sound is so grating though—you'll turn it off within minutes.

VISUALS	SOUND	INGENUITY	REPLAY
8	4	7	8



Publisher: Nintendo
Developer: Left Field Productions
Featured In: N/A
Players: 1-4
Supports: None
Best Feature: It's Mario Party. It.
Worst Feature: Beauty and the Beast theme
Web Site: www.nintendo.com



Don't be turned off by the kiddie license...this game isn't half bad. Like a shrunken and dumbed-down Mario Party, Beauty and the Beast is a simple board game that's ideal for more than one player. Shore, Crispin and Shawn all took turns on the thing and had a decent time. Shore and Crispin liked the Game & Watch Gallery-style mini-games. They could see picking this game up every once in a while when really bored (but they wouldn't go out of their way to play it). Shawn, on the other hand, took on the role of "Beast" too seriously and frightened us.

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	8



Publisher: THQ
Developer: EA Sports
Featured In: N/A
Players: 1
Supports: N/A
Best Feature: Full Season Mode
Worst Feature: Receiving the ball
Web Site: www.easports.com



If you're not getting enough gridiron action while sitting on your couch or playing on your console, Madden 2000 for Game Boy is a great alternative. You can play through the entire 1999 schedule with whatever team you choose, which gives some serious replay value. The biggest flaw is the passing game. We couldn't rightly tell where the ball was going, or if receivers needed to be moved around to intercept the flight of the ball. There are a good variety of plays on both sides of the ball. **Sometimes the defensive AI is a bit goofy, but overall a really solid game.**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	8



Publisher: Infogames
Developer: Xantera
Featured In: N/A
Players: 1
Supports: N/A
Best Feature: Tight control
Worst Feature: Cheap AI
Web Site: www.infogames.com



Test Drive 6 is viewed from an isometric perspective, and most of the review crew agree that's really the best way to present a driving game on the Game Boy. In fact, TD6 **plays like the classic NES race R.C. Pro Am**. Control is tight-on, making it easy to power slide around corners. Shawn thought the graphics were sluggish, and Crispin wasn't keen on the cheap AI, opposing cars seem to magically catch up if you got too far ahead. With races and you'll earn money to upgrade your car or buy a faster one. You get an extra mode that lets you chase cars as a cop, too.

VISUALS	SOUND	INGENUITY	REPLAY
5	6	4	6

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Review Archive

EGM's Last 100 Reviews From EGM #123 - 125

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Game Boy Advance					
Dynasty Cop	Sega	Arcade Perfect	Short, Easy And Dull	3.5 7.0 6.5 4.5	124
Mouse of the Dead 2, The	Sega	Graphics, Extra Modes	Cheesy Dialogue, Gun Calibrating	7.5 7.5 7.5 8.0	125
Myra Thunder	Midway	As Close To The Arcade...	Slowdown In Two-Player Mode	7.5 8.0 7.5 7.0	123
Marvel vs. Capcom	Capcom	The Four-Player Crossover Mode	Impossible To Play On Standard Pad	8.0 8.0 8.0 7.5	123
Menace Grand Prix	Ubisoft	Awesome Control	No Real-World Drivers Or Teams	8.0	123
NFL 2K	Sega	Realistic Graphics	Play Selection Menu	8.0 8.0 7.0 9.0	123
NFL Blitz 2000	Midway	Incredibly Fun	All Can Be Dumb Sometimes	9.0 8.0 9.0 8.5	124
Power Stone	Capcom	Simple, Arcade Gameplay	Too Much Jumpy Jump	8.0 6.5 7.5 8.0	123
Ready 2 Rumble	Midway	Racial Graphics and Animation	Unbalanced Championship Mode	9.0 9.0 8.0 9.0	123
Ripper Riders	Sega	Multiplayer Modes, Frame-Rate	Track Designs, Clipping	7.0 6.5 5.5 6.0	125
Sonic Adventure	Sega	Great Graphics And Gameplay	Camera Problems, A Bit Glitchy	9.5 9.0 8.5 8.5	123
Soul Calibur	Namco	Graphics, Controls, Extras	No Rendered Intro Or Ending	10 10 10 10	123
Suzuki Aikido-Ext. Racing	Ubisoft	Smooth And Fast	Rigid Handling	6.0 5.0 6.0 6.5	125
Toy Commander	Sega	Beautifully Implemented Idea	Some Control Issues	9.0 7.5 8.0 9.0	125
TrickStyle	Acclaim	Graphics	Short Courses	8.0 6.5 6.0 6.0	124
Virtual Fighter 3tb	Sega	VF3 Gameplay Fully Intact	Graphics Are Sub-Model 3 Quality	8.0 7.5 8.5 8.0	124
Nintendo 64					
Army Men: Sarge's Heroes	3DO	Cool Story	Terrible Controls And Camera	5.0 6.0 4.5 3.0	125
BattleTale: Global Domination	3DO	Two-Player Co-Op For Main Game	Frustrating Escort Missions	8.0 6.5 6.0 8.0	124
Destruction Derby 64	THQ	Four-Player Capture-The-Flag	Choppy Frame-Rate	4.0 5.0 5.0 6.5	124
Hot Wheels Turbo Racing	Electronic Arts	Selection Of Classic Hot Wheels	Track Environments	7.5 8.5 6.5 7.0	124
Jet Force Gemini	Nintendo	High Levels, Fun To Play	Learning Curve On The Control	8.5 7.5 8.0 7.0	124
Kneekock Kops 2000	Electronic Arts	Graphic Detail	Very Tough	6.5	125
Madden NFL 2000	Electronic Arts	Great Gameplay	Umm...Nothing Worth Mentioning	8.5	123
NBA Live 2000	Electronic Arts	Michael Jordan	The New Work Socks	9.0	125
NBA Showtime: NBA on NBC	Midway	Fun NBA Jam Gameplay	Glitchy Animation	7.5 8.0 8.5 7.5	125
NFL Quarterback Club 2000	Acclaim	Good Replays	Jerky Frame-Rate	3.0 2.0 2.0 3.0	124
Rainbow Six	Red Storm Entertainment	Two-Player Cooperative Mode	Blah Visuals	8.0 8.0 8.0 6.5	125
Rayman 2: The Great Escape	Ubisoft	Lush Graphics, Tight Control	Music Could Be Better	9.0 9.0 9.0 9.0	124
Ready 2 Rumble	Midway	All Of The Boppers	Repetitive Gameplay	7.0	125
Resident Evil 2	Capcom	Two CDs Jammed Onto One Cart	No Extreme Battle Mode	8.0 9.0 9.0 7.5	125
Road Rash 64	THQ	Cool Combat	Simple Graphics	4.5 4.5 2.5 5.5	124
Rocket: Robot on Wheels	Infogrames	Grabby Thing	Stuffy Camera	6.5 9.0 7.0 6.0	125
Shadow Man	Acclaim	Horrible Levels, Graphics	Confusing Level Design	9.0 8.0 7.0 8.0	123
WCW Mayhem	Electronic Arts	It Looks Nice	Too Few Modes Of Play	5.5	125
Webcam: Covert Operations	Ion	Doing Covert Operations	Camera	8.5 8.0 8.0 8.0	124
WFF Attitude	Acclaim	Customizable Everything	Poor Collision Detection	8.0 8.5 8.5 8.0	123
WFF Revolution 2000	THQ	Preventing Moves In Edit Mode	Not A Big Step Over Revenge	8.5 8.0 8.5 8.0	125
PlayStation					
Bahac	Infogrames	Simple, Novel Gameplay	Not Enough Modes Of Play	6.0 5.5 4.0 5.5	125
Bass Landing	Agelec	Like Real Fishing	Boring, Like Real Fishing	7.5	125
Bass Rise	Bandai	Easy To Get Into	Low Variety Of Fish	6.0	125
Big Of Bass	Konami	Graphics, Controls	Absolutely Needs Dual Shock	8.0	125
Crash Team Racing	SCEA	Incredibly Fun To Play	Major Mario Kart Influences	10 8.5 9.5 9.5	125
CyberTiger	Electronic Arts	Graphics	Choppy Frame Rate	5.5 5.0 6.0 5.5	125
Demolition Racer	Infogrames	Speedy Frame-Rate	Shallow Gameplay	6.0 6.5 7.0 7.5	124
Dino Crisis	Capcom	Cool 3D Graphics	Load Times	7.5 8.0 8.0 8.0	123
Duke 2000	Westwood Studios	Three Sides To Play, Link Games	It's Not That Innovative	7.0	125
FIFA 2000	EA Sports	Intuitive Control	No Women's Teams	9.0 9.0 8.5 9.0	125
Final Fantasy VII	Square Electronic Arts	The Characters, FMV, Plot	The Games Will Eventually End	9.5 9.5 9.5 9.5	123
Final Fantasy Anthology	Square Electronic Arts	Finally...Final Fantasy VII	No Final Fantasy IX (U.S. I)	9.5 9.5 9.5 9.5	124

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Gallop Racer	Tecmo	Pleasant Graphics	Surprisingly Niche Subject Matter	7.0	125
● Gran Turismo	SCEA	Combat And Character Growth	Bad Voice Acting, Slowdown	9.0 9.0 9.0 9.0	125
Hot Wheels Turbo Racing	Electronic Arts	Cool Cars	Fantasy Environments	7.5	124
International Track & Field 2000	Konami	Motion-Captured Graphics	Boring Button-Mashin' Gameplay	5.5 6.0 6.5 6.0	125
Jet Moto 3	989 Studios	Speed (In Some Instances)	Overall Sloppiness	4.0 4.0 6.0 4.5	124
Juggernaut	Jaleco	Atmosphere, Story, Puzzles	Moving Around Can Feel Clunky	7.5	125
Knockout Kings 2000	Electronic Arts	Speedy	Sloppy Collision Detection	7.0 6.0 7.0 7.0	125
■ Legacy of Kain: Soul Reaver	Edios	It's Immense	Sometimes A Bit Too Reader-y	9.0 9.0 9.0 8.0	123
■ Madden NFL 2000	Electronic Arts	The Running Game	"Maddensons"	9.5 8.5 8.0 9.0	123
■ Monster Rancher 2	Tecmo	Improved Combat System	A Lil' Too Repetitive	5.5 6.5 7.0 7.5	125
MTV Sports: Snowboarding	THQ	Easy To Pick Up, Smooth Frame-Rate	Polymer Clipping	7.0 6.5 5.5 6.5	123
■ NASCAR 2000	Electronic Arts	Create-A-Driver	Very Tough At Times	8.0	125
NBA Basketball 2000	Fox Interactive	Real Physics	Free-Throw Meter	7.5 5.0 4.0 7.5	125
■ NHL 2000	Electronic Arts	Bit Hit Button	Fighting	9.0 9.0 9.0 8.0	124
NHL Championship 2000	Fox Interactive	Excellent AI, Realism	Sloppy Gameplay	7.5 6.0 6.0 7.5	125
■ NHL FaceOff 2000	989 Sports	Fast Gameplay, Great Atmosphere	Too Easy On Rookie And Veteran	9.0 8.5 8.5 8.5	124
No Fear Overhill Mountain Bike Racing	Codemasters	Upgradeable Bikes	Sloppy Control	4.0	125
■ Omega Boost	SCEA	Graphics, Frame-Rate	Too Short	9.0 9.0 9.0 8.5	123
Pong	Hasbro Interactive	Classic Gameplay	Headless Frits	6.5	125
■ Duke 2	Activision	Mouse Support	Some Tedious Levels	9.0 9.0 8.5 9.0	125
Rainbow Six	Very Cool Entertainment	Very Cool Music	Disappointing In Every Respect	3.0 5.0 3.5 4.0	125
Rat Attack	Mindscape	Old-School Gameplay	Odd Perspective And Camera	5.0	125
Reedy 2 Rumble	Midway	Cool Cast Of Fighters	Crappy AI	6.5	125
■ Resident Evil 3 Nemesis	Capcom	Just As Creepy AS RE1 And 2	The Story's Kinda Weak	8.5 9.0 8.5 8.5	125
Re-Volt Racing	Acclaim	Track Editor	Poor Frame-Rate	4.0	124
Shadow Tower	Apexic	Two-Player Deathmatch	Loading Times...For Mees?	2.0	125
Space Invaders	Activision	Plays Like The Original, But Better	Long Load Times, Not Enough Variety	5.5 6.5 7.5 6.0	125
■ Spyro 2	SCEA	So Much Stuff To Go On And Find	It's A Bit On The Easy Side	9.0 8.5 8.5 8.5	125
Star Wars Episode I: Phantom Menace	LucasArts	Fantastic Sound	Top-down View Is Obstructive	6.0 5.5 5.5 5.5	124
Sekigaiden II	Konami	108 Characters	Can't Move Diagonally	7.0	124
SuperCross Circuit	989 Sports	Two-Player	Speed Burn Is Weak	7.0	125
Tail Concerto	Atari	Imaginative Environments	Wordless	6.0	124
Test Drive Off-Road 3	Infogrames	Licensed Vehicles	Sloppy Vehicle Control	6.0 7.0 6.0 6.0	124
Thousand Arms	Atari	Going On Dates	Combat Is Redundant And Pointless	7.0 7.5 7.0 6.5	124
■ Tony Hawk's Pro Skater	Activision	The Flexible Combo System	Level Design Is Hit-Or-Miss	9.0 9.0 8.0 7.5	124
Touring Car Challenge, TOCA 2	Codemasters	It's A Sim Lover's Delight	Frame-Rate When The Action Heats Up	8.5 8.5 7.5 7.0	125
Vegas Games 2000	3DO	Five Types Of Poker	No Kink?	5.0	125
WCW Mayhem	Electronic Arts	Very Fast Game Engine	Very "Clappy" Game Engine	5.5 5.5 4.0 6.0	124
WipeOut 3	Pygmyon	W-Res Graphics	Difficulty In Later Circuits	8.0 6.0 6.0 7.5	124
Xena: Warrior Princess	Electronic Arts	Sword-Swingin' Women	Unforgiving, Loose Control	4.5 4.0 2.0 4.0	124
● You Got 2 Know Jack	Sierra	The Most, The Scarsier, The Muzor	Repeat Questions	9.5 8.5 9.0 9.0	125
Boy/Game Boy Color					
Asses	Infogrames/Dreamworks	Large Levels	Loose Control	5.5	125
Balistic	Infogrames	It's A Simple Little Game	A Little Too Simple, Perhaps?	7.0	125
Billy Boy's Hunter and Fisher	Midway	The Southern Stereotypes	Very Little Skill Required	3.5	125
Clash N.O.	Midway 3D	Combines Driving And Shooting	Repetitive	5.5	125
Cyber Nukem	GT Interactive	Interesting Level Design	A Little Too Easy	6.5	125
■ Mario Golf	Nintendo	Golf Physics	Tail Grass	8.0	125
Ms. Pac-Man Special	Namco	A Complete Bonus Game...	...(Not-So) Super Pac-Man	6.0	125
Pokemon Yellow	Nintendo	It's Pokemon	It's Pokemon...Again	8.0 6.0 8.0 6.0	125
Rampage: Universal Tour	Midway	Lots Of Levels...	...But It's Extremely Repetitive	3.5	125
Rampart	Midway	Likeable Warfare	Somewhat Plain	5.5	125
WWF Wrestlemania 2000	THQ	Does Its Best To Capture TV Feel	Control	6.0	125



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Tricks of the Trade

By Trickman Terry • tricks@zd.com

TRICK OF THE MONTH

Medal of Honor (PS)

Awesome Codes

Captain Dye Mode



Entering CAPTAINDYE into the Enigma machine before you start a new game will activate "Captain Dye Mode." (The console will flash green if it is entered correctly.) With Capt. Dye Mode turned on, the amount of health you have is persistent from level to level within a mission. Finishing the game in this mode is an alternate way to win the game's secret commendation and unlock all the secret multiplayer characters (like the Raptor).

Nifty Multiplayer Power-ups



Enter DENNISMODE into the Enigma machine before you start a new game. This will

activate Nifty Multiplayer Power-ups on the secret codes menu. Turning this on adds a whole new dimension to the two-player game.

American Movie Mode

Enter SPRECHEN into the Enigma machine before you start a new game. This activates American Movie Mode on the Secret Codes Menu. Turn this on and, like a bad American movie, the German enemies will speak to you in English.

Unlock Col. Müller in Multiplayer



Enter BIGFATMAN into the Enigma machine before you start a new game. This unlocks the evil Col. Muller multiplayer character. He and Manon are archenemies.



Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 257 for rules.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.



DREAMCAST

Aerowings Cheat Mode



At the Press Start Screen press L button+R button simultaneously. Once you press these buttons, you will hear "OK Good." Then Exhibition Mode, all levels, airplanes, including the dolphins, buggy and more will be unlocked.

Airforce Delta

Full Replay Screen

During a replay, hold X + Y to remove the text from the screen.

Expendable

Level Skip, Lives, etc.

Level Skip

While paused, press Y, Y, X, X, Left Trigger, Right Trigger, Down, Down, Up, Up.

Extra Lives

While paused, press A, B, X, Y, Left Trigger, Right Trigger, Up, Down, Left, Right.

Extra Credits

While paused, press A, B, Left, A, B, Right, B, A, Down, Right Trigger.

Flag To Flag

Weather Codes

Rainy Weather



While starting the game in arcade mode, hold L + R + Down. **Weather Never Changes**
While starting the game in arcade mode, hold L + R + Up.

Marvel Vs. Capcom

Hidden Characters

Play as Shadow Lady

At the Character Selection Screen, highlight Morrigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(5). Then, Shadow Lady will appear below Gambit.

Play as Gold War Machine

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up(4), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(5). Gold War Machine will appear above Zangief.

Play as Orange Hulk



At the Character Selection Screen, highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Left(2), Down(4), Up(4), Left, Up. Then, Orange Hulk will appear above Ryu.

Play as Lilith

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down. Then, Lilith will appear below War Machine.

Play as Red Venom

At the Character Selection Screen, highlight Chun-Li, then

"OVER 1,000 HOT TRICKS"

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press Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Then, Red Venom will appear above Chun-Li.

Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Then, Roll will appear to the right of Mega Man.

NFL 2K

Cool Codes

Slow-Motion Mode

In the Options Screen choose the "Codes" selection. Enter DEDMAN as a cheat code, all caps. Then, choose the "Game Options" selection, highlight Game Speed, change to Slomo.

Fal Players

Go into the Options Screen and



choose the Codes selection. Enter LARD as a cheat code.

Auto-Defense Play Selection

On the Play Selection Screen when on defense, press the A button twice to have the CPU choose a random play to stop your opponent.

Sega Rally 2

Increased Frame-Rate

At the Title Screen, enter the



following code. If done correctly, you should hear a confirming sound: Up, A, Down, Down, Left, Right, B, B, Down.

TrickStyle

Cool Codes

Infinite Time

On the Options Screen, choose the "Cheats" option. Then, put in IWISH.

Power-up Moves

On the Options Screen, choose the "Cheats" option. Then, put in TRAVOLTA.

Always Win

On the Options Screen, choose the "Cheats" option. Then put in TEAROUND.

Win Everything

On the Options Screen, choose the "Cheats" option. Then put in CITYBEACONS.

Big Heads



On the Options Screen, choose the "Cheats" option. Then put in INFLATEDEGO.

Virtua Fighter 3tb

Hidden Characters

Play As Dural

At the Character Select Screen, press Down, Up, Right, Left+Start. You can play as Dural in any mode.

Fight the Alphabet Character

This code will work in Normal Mode. At the Character Select Screen, highlight Akira and press Start, highlight Lau and press Start, and then



Illustration by James Sivas

TOP 10 TRICKS

The top 10 games of the last month given the full-on Trickman treatment:

1. Driver (PS)

Invincibility

At the Main Menu rapidly press L2, L2, R2, R2, L2, R2, L2, L2, R2, R2, L2, L2. This option will now be unlocked in the Cheats Screen.

Steer with Rear Wheels

At the Main Menu rapidly press R1, R1, R1, R1, R2, R2, R2, R2, L2, L2, L2, L2. This option will now be unlocked in the Cheats Screen.

Get Rid Of Police

At the Main Menu rapidly press L1, L2, R1, R2, R1, R2, L1, L2, R1, R1, L1, L2. This option will now be unlocked in the Cheats Screen.

Tiny Cars

At the Main Menu rapidly press R1, R2, R1, R2, L1, L2, R2, L1, R1, L2, L2. This option will now be unlocked in the Cheats Screen.

Flip Screen Upside Down

At the Main Menu rapidly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, L1. This option will now be unlocked in the Cheats Screen.

Long Suspension

At the Main Menu rapidly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L1, R2, R1. This option will now be unlocked in the Cheats Screen.

2. Pokémon Pinball (GB)

Animate Unevolved Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, unevolved Pokémon. Now press and hold the Start button to see the character move!

3. Pokémon (Blue) (GB)

Fight Safari Zone Pokémon

This will allow you to fight and catch the



TRICKS

Which of these games would you most want to play in a tournament?



TOP 10 TRICKS (CONTINUED)

Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out.

Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

4. Pokémon (Red) (GB)

Find Codes

Find more tricks for this game and send them in!

5. Pokémon Snap (GB)

Get Level 7

There is a special rainbow level that will send you to space and let you capture a picture of the infamous Mew! First you must get all of the Pokémon signs in each of the levels. Then Prof. Oak will open up a new level for you where you'll find Mew in a bubble. Stay in the middle and hit him with a pester ball three times as he passes. Then he will appear in the distance, so throw the pester ball ahead of him so he runs into it as he passes. Do this three times. After Mew is out of his bubble, he will be chasing it. Hit him one more time and he'll be stunned. Move in

press A after highlighting the character you want to play. **Be the Alphabet Character**



This code will work in Normal Mode. At the Character Select Screen, highlight Akira and press Start, highlight Lion and press Start, highlight Pal and press Start, and then press A after highlighting the character you want the Alphabet character to become.

NINTENDO 64

BattleTanx: Global Assault

Tons of Codes

Level Select
Enter "BODYS" as a code.

Invincibility

Enter "HPPYHPPY" as a code.

All Weapons

Enter "ROKTSRDGLR" as a code.

Brandon Gang

Enter "NNKKNHCKS" as a code.

Custom 1 Gang

Enter "TRODYBRKKS" as a code



to unlock the Custom 1 gang (M2 Hydra tank) in multi-player mode.

Campaign Mode Bonus Level

Enter "WRDRB" as a code to

unlock a secret level after Campaign Mode is completed.

Hot Wheels: Turbo Racing

Cool Passwords Bonus Cars and Tracks

Enter the password:
99T8DY8VD D78DDDDDD.



Additional Bonus Cars

Enter the password:
gPTNPTFN6P NMQPPNDDDL

Knockout Kings 2000

Big Gloves Mode

Press Start to pause the game and then press C-Up, C-Down, C-Up, C-Up, C-Down. If you

TOP 5 GRIDIRON CODES

WHAT DOES IT DO FOR YOU?	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	HOW IT WORKS
	Madden NFL 2000 (N64)	Super Teams	All-Madden teams - TEAMMADDEN EA Sports team - WEARETHEGAME Indefatigable team - INTHEFUTURE Marshalls team - COWBOYS	0000
	NCAA Football 2000 (PS)	Cool Cheat Codes	At the Secret Code Entry Screen input any of the following codes: All exhibition mode stadiums: STADSGALORE Maximum recruiting points: STAFFUP Super stats team: UNSTOPPABLE	000
	NFL 2K (DC)	Turbo Mode	Go into the Options Screen and choose Codes. Enter "TURBO" as a password. Note: The code is case-sensitive. Then, choose the Game Options selection, highlight Game Speed and change the speed to Turbo.	00
	NFL Blitz 2000 (PS)	Hidden Players	DINO / 1111 (Dinosaur) SHINOK / 8337 (Shinnok from Mortal Kombat) SKULL / 1111 (Skull) SMILE / 1111 (Smiley Face)	0
	NFL GameDay 2000 (PS)	Cheat Codes	Enter any of the following codes to activate the cheat: Receivers catch better: GLOVES Super speed bonus: 1111C Super stiff arm: PISTON Running back is juiced: DAVIS	00000

COM 07/20 N64

1-900-PRE VIEW 773 8439

\$5 up per minute. Must be 18 years or older. Under 18 must have parental permission.

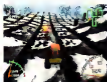
The number to call for the latest cheats & gaming info



entered the code correctly, you will hear the bell ring five times. Repeat the code to disable it.

Monster Truck Madness 64

Weird and Cool Codes



Gut Bomb

Enter "BRPS" as a password. While playing, press Up to hear various burping noises.

Full-Time Missiles

Enter "Y_WNT_T" as a password to have unlimited missiles. Note: "." indicates a space. Then while playing a game, press Left to use the missiles.

Alternate Textures

Enter "JMPNG" as a password to change all textures in the game into pictures of one of the programmers of the game.

Weird Mode

Enter "JMPR" as a password.



V-Rally Edition '99

Cheat Mode



At the Press Start Screen, press L + R, C-Left, C-Right, L + R. Press Start, then at the Mode Selection Screen, hold Z and tap L until "Cheat mode" appears at the bottom of the screen. Cheat mode includes special modes and the option to unlock bonus cars.

WinBack: Covert Operations

Covert Codes

Trial Mode

At the Press Start Screen, press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold C-Down and press Start to unlock trial mode. Now any level in the game can be played.



All Multiplayer Characters

At the Press Start Screen, press

Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold C-Up and press Start to unlock all the Bosses as well as the engineer and a few army characters in multiplayer mode.

Bass Landing

Lake Configuration Tips

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit! You can always try a variety of settings, but this should help.

Lake: Lunker Lake

Pressure: None

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (Aug-Oct.)

Weather Yesterday:

Cloudy/Sunny

Weather Today: Cloudy/Sunny

Wind Direction: East

Wind Speed: 0.0 to 1.0

Water Temp: 60° - 70°

Water Quality: Clear

Start Time: 6:00 - 8:00 or

15:30 - 17:30

Time Elapsed: None

Best Lures: Spinnerbait and Popper

Hint: Fish like to hide in and around vegetation.

Grand Theft Auto 2

Level Select



Enter ITSALLUP as a player name. You will be able to choose your starting level before you begin the game!

Hot Wheels: Turbo Racing

Awesome Codes

Infinite Turbos

At the Main Menu, press R2, L1, Square, Triangle, R1, L2, L1, R2. If you entered the code correctly, you will hear a sound.

TowJam Car

At the Main Menu, press Square, Triangle, L1, R1, L2, R2, Square, Triangle. If you entered the code correctly, you will hear a sound.

Small Cars

At the Main Menu, press Square, R2, L2, Triangle(2), L2, R2, Square. If you entered the code correctly, you will hear a sound.



PLAYSTATION

Re-Volt

All Cars and Tracks

All the cars and all the tracks are yours for the playing just by entering this button code on the Main Menu: B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.



TRICKS

TOP 10 TRICKS (CONTINUED)

close for a great picture that will get you a huge amount of points!

6. Super Mario Bros. Deluxe (GB)

Five Extra Lives

Note: This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

7. Super Smash Bros. (N64)

Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start.

8. S.W. Episode 1: Racer (N64)

Podracer Codes

Choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen. Then press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below: RQIABA - This code makes you invulnerable to damage and overheating. (Note: This code needs the Cheat Menu to be activated.) RRTHEBEAST - This code

0001-08-28-2002



COOL DEXDRIVE SITES

PlayStation:

<http://www.psxmax.com/cheats/dex/index.html>
<http://geocities.com/Area51/Shuttle/4921/psxsave.html>
<http://consoleos.stomped.com/Console/codes/Dexdrive/dexfiles.html>

Nintendo 64:

<http://www.geocities.com/TimesSquare/Corridor/8554/N64Saves.html>
<http://www.members.home.net/linkoo7/063.htm>
<http://www.nintendozone.com/dexdrive.html>

Both:

<http://www.mindspring.com/~magika/>
<http://www.geocities.com/TimesSquare/Arcade/6625/start.html>

Large Tris



At the Main Menu, press Square, Triangle, Square, Triangle, R1(2), L2(2). If you entered the code correctly, you will hear a sound.

Flat-Shaded Graphics

At the Main Menu, press L1, R1, L2, R2, L1, R1, L2, R2. If you entered the code correctly, you will hear a sound.

Weird Sounds

At the Main Menu, press R2, R1, L2, R2, Square, Triangle, L1, R1. If you entered the code correctly, you will hear a sound.

Legacy Of Kain: Soul Reaver

Tons of Codes

All of these codes are entered while the game is paused during play.

Refill Health

Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health

Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health

Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic

Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic

Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers

Hold L1 and press Down, Circle(2), Left, Right, Triangle, Up.

Wall Climbing

Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Razeil

Hold L1 and press Left, Circle, Up(2), Down.

Force

Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict

Hold L1 and press Down, Up, Right(2), Circle, Up(2), Down.

Force Glyph



Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph

Hold L1 and press Down, Circle, Up, Left, Down, Right(2).

Sound Glyph

Hold L1 and press Right(2), Down, Circle, Up(2), Down.

Water Glyph

Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph



GameShark Codes

NINTENDO 64

Gex 3: Deep Cover Gecko

Infinite Health

800854d90004

Extra Files

000854d90004

800854d90032

Start With 50 Remotes

000854e80000

800854e80032

Micro Machines

64 Turbo

800854d20009

Infinite Lives

800854d20009

Infinite Specials On Pickup

802084010005

WCW Mayhem

Max Strength

80216f50009

Max Impact

80312b50009

Max Speed

803156f50009

Max Quickness

803176b50009

Max Airiel

803196750009

Max Mat Ability

803186350009

Max Brawling

8031f5b50009

Max Dirtiness

803215750009

PLAYSTATION

Omega Boost

Infinite Missiles

800874d00014

Max Viper Beam

800874c400ff

Infinite Health

800874eb0080

800874f22400

Um Jammer Lammy

All Stages Open

301858f90001

801858f43f3f

801858f43f3f

801858f43f3f

801858f43f3f

WipeOut 3

100 Tournament Points

80186800064

Enable Rapier Class

801869f0001

Enable Venom Class

801869f00100

You Don't Know Jack

Infinite Time

400919f40200

800919f40238

Player 1 Can Always

Screw

8008b44c0001

Player 2 Can Always

Screw

8008b44c0001

Player 3 Can Always

Screw

8008b4540001

Hold L1 and press Up(2), Right, Up, Triangle, L2, Right.

Sunlight Glyph

Hold L1 and press Left, Circle, Left, Right, Right, Up(2), Left.

Shift at Any Time

Hold L1 and press Up(2), Down, Right(2), Left, Circle, Right, Left, Down.

Star Wars: Episode 1 - The Phantom Menace

Droid Test Debug



At the Main Menu, highlight Options, but do not select it. Press Triangle, Circle, Left, L1, R2, Square, Circle, Left, if you entered



the code correctly, you will hear a beep. Then, hold L1 + Select + Triangle to access a droid test debug menu with level select, FMV sequence, sound test and invincibility options. To start on a new selected level, exit the Cheat Menu and start a new game. The game will begin on the level selected. To watch the FMV sequences or hear the game sounds, highlight the desired clip and press X. Hold L1 + Select + Triangle to return to the menu at any time.

Tony Hawk's Pro Skater

Cool Codes

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.



Big Head Mode



Hold L1 and press Left, Up, X, Down, Up, X.

Special Available Anytime

Hold L1 and press Square, Up, Left, Up, Circle, Triangle.

Get 50X Multiplier

Hold L1 and press Triangle, X, Triangle.

Get 13X Multiplier

Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo

Hold L1 and press Left, Square, Left, Square, Left, Square, Left.

Go To Restart Option

Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels

Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu and you will have all practice mode levels.

TOP 10 TRICKS

(CONTINUED)

activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

Cheat Menu

To activate the RR4BBA and RR7HEBAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.

9. Tarzan (PS)

Find Codes

Find tricks for this game and send them in!

10. Rugrats Scavenger Hunt (N64)

Hidden Stage

On the Title Screen, press and hold the Z button and press R, then A to display the Password Screen. On this screen, press Z, A, A, B, R, L to start the game on a hidden level in Angelica's Temple.

GAME BOY

Chase H.Q.: Secret Police Level Password



Enter this code at the Password Screen: MM0G. This will give you access to any level up to 10. Just scroll Left to access the previous levels.



Illustration by James Silvani



Get Some Cool stuff you could probably live without, but shouldn't



More Portable MP3 Goodness

The simple-looking but highly functional portable **Yo! MP3 Player** by Kaser Corporation allows you to copy MP3 files from your PC and listen to them on the go. Loading MP3 files onto the unit is easy; sound quality is topnotch and it only requires one AA battery. Problem is, the player only has 32MB of memory on-board, unless you buy the bundle with 64MB total. **Price:** Around \$150 (32 MB), \$220 (64 MB) www.kasercorp.com

Ow, My Eyes!

And here everyone thought futuristic stuff like this would only be in Star Wars and James Bond films. The joke's on them! **Laser Tennis** from Tiger is truly something from another time. A laser beam bounces back and forth on a makeshift court, while you hit the little ball of light with reflective rackets. It features one- and two-player games and an announcer who keeps score. **Price:** Around \$40 www.tiger toys.com



True Console-Gaming Sound

Up to this point, there really haven't been a good set of speakers specifically designed for the console market. Now there is: the **Screenbeat Sound Station** from SpectraVideo. In addition to just looking cool, the subwoofer/satellite set sounds spectacular—with clear highs and solid lows. Plus the speakers are shielded so you can have them near your TV without a problem, jacks in front of the subwoofer make connecting your systems incredibly easy. **Price:** Around \$70 www.spectravideo.com



I Want My USB

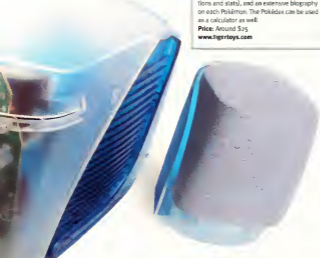
If you want your household computers networked but don't want to go through the hassle of getting special cards, hubs and spools of network cable, the **HomeFree USB Network** is for you. It uses existing phone lines in your home to connect your PCs together. All you need to do is plug a hub into each computer via the USB port and set all of it up with the included software. Perhaps something like this could make its way to the USB enabled PlayStation 2. **Price:** Around \$70 (one hub) www.diamondnn.com



Encyclopeda Pokédexia

Who needs paperback books to help in identifying all 151 Pokémon. Try the electronic **Pokémon Pokédex** from Tiger. The device shows all 151 monsters (including fight animations and stats), and an extensive biography on each Pokémon. The Pokédex can be used as a calculator as well.

Price: Around \$25
www.tiger toys.com



Anime-nia

Martian Successor Nadesico



Joe young and well-endowed female captain Yurika and the crew of the spaceship Nadesico in their journey to Mars in this TV series released in the U.S. by AD Vision. A combination of mecha action with madcap comedy, Nadesico is a fun (if often a little weird) show that starts to grow on you throughout the first three episodes on this first volume. The English dub's really well done, too.

AD Vision
 Japanese subtitled VHS: \$29.95
 English dubbed VHS: \$39.95
 Approx. 90 minutes

Perfect Blue

If you liked Akira and Ghost in the Shell, you'll want to keep an eye out for Manga Entertainment's home video release of Perfect Blue. Focusing on society's preoccupation with fanatical worship of celebrities, the movie follows Mima Kirigoe—singer with the pop group Charm. When she leaves the group and begins an acting career, she is stalked by a psycho fan. As those around her are picked off one by one, she must find the truth in a sea of illusion. Katsuhito Otomo (known for Akira) acted as Special Advisor on the film—and it shows.



Manga Entertainment
 Japanese subtitled VHS
 English dubbed VHS
 Approx. 80 minutes

Revolutionary Girl Utena: The Rose Collection 1



Utena's a high school student who can't get a break. The ring she wears on her finger is identical to those worn by the school's student council members. When she stumbles upon their cultish plans to bring revolution to the world,

she inadvertently becomes the champion of their tournament for the Rose Bride. From the Director of Sailor Moon, this isn't for the kiddies (lots of "underones," shall we say), but is a great collection. Also available as separate VHS tapes.

Software Scapitros
 Japanese subtitled/English dubbed DVD: \$29.95
 Approx. 470 minutes

El-Hazard The Alternative World Vol. 1: The Priestess of Water

Makoto and his friends are living in the magical world of El-Hazard, but are soon whisked off to a slightly "alternative" and not-so-magical place. Will they ever be able to return home? El-Hazard has got to be one of the best and most underrated anime series in Pioneer's lineup, and definitely worth a look if you're into high adventure in a fictional land. Also available on VHS.

Pioneer
 Japanese subtitled/English dubbed DVD: \$29.95
 Approx. 300 minutes



Sonic Boom

Resaurus continues its videogame-to-toy formula with these highly detailed, four-inch-tall **Sonic Adventure Action Figures**. They're the perfect complement to the Dreamcast game. The line includes Sonic, Knuckles and Tails.

Price: Around \$10 to each
www.resaurus.com





FINAL WORD

Imagine a bunch of guys sitting around discussing something seemingly important in the world of video games. That's what Final Word is all about... this month it's:

Defining Gaming Moments



Chris Johnston

Chris: My gaming moment has to be the first time I beat Super Mario Bros. 2. When I finally got to Wart, my hands were shaking and my palms soaked in sweat. Of course, in that condition I died, several times. I couldn't figure out how to beat him! Finally I figured it out and about an hour later was watching the ending, which I can honestly say is something that sticks in my mind even today. Watching Mario snoodle away was the most impressive thing I'd ever seen. "It's like I'm watching a cartoon!" Of course, on many games my



Don 'Shur' Hsu

...we went back to her house and played Super Mario Bros. until 2 a.m. We've now been married for 11 years."

hands are shaking and I die a LOT when I'm up against an end boss. But I think that's just part of the game playing experience for me.

Shoe: I will never forget a few specific moments in my gaming life. Two of them happened on my SNES. When it rained and stormed in Zelda: A Link to the Past, I just about peed my pants. It just looked so incredible at the time. My other favorite SNES memory comes from Super Metroid. Screw Titan. The part where the Metroid comes in to save the day is the most emotional bit of cinematography in the '90s. At least to geeky me it is. Speaking of geeky...I have this one bad video game-related memory that will haunt me forever. In the fourth grade, I went on my first date with a cutie from down the block, Christy Wright. After lunch, I took her to a local laundromat to play arcade games. Of course she'd love Phoenix and Asteroids as much as I did...right? Wrong. That was the last date I went on with the later-turned-cheerleader-and-actress beauty.

Jim: I'm like, old or something, so my defining gaming moments are pretty much old school. When I was in like fifth grade, my friend Tom got an Odyssey game system, and myself and about four or five of my friends stayed there for three days straight living on jambo Frito's and 7-up. Life was good in fifth grade. This was around the same time I got a Mattel Football II handheld that I played so much, I had to cut the wire to the speaker so I could play even while "sleeping." My third, final and most important gaming moment came as a senior in college when after my first date with a little hottie

named Stephani, we went back to her house and played Super Mario Bros. until 2 a.m. We've now been married for 11 years.

Dean: When I was about five years old my family and I were in Florida visiting my grandparents. At some point during the trip I remember going to Sears to spend some of our vacation money (yes, Sears) when my brother and I came across a display unit running a Telstar Pong machine. Needless to say we were transfixed for the next few hours. Wow, I

was hooked from then on...as a side note, my other brother was completely oblivious to the wonder we had found. He was all excited about a skateboard with urethane wheels. He kept calling it "the ultimate." I didn't even know what "ultimate" meant.

John: I think the first, genuine "jaw-dropping" moment for me was the first time I saw Star Raiders for the Atari 400. It's not often that you see a game and completely obsess on it...but that was the first one for me. I had to own that game. Once I got it I played it to death...and broke several of those groovy Atari joysticks in the process. Beyond that there have been numerous memorable moments...but I can remember seeing Gyruss for the first time in a burger joint and thinking that no game could ever possibly look or sound better than that thing.

Cher: Again, old is the operative word here. Like most farts around here, most of my pivotal moments happened in the early '80s. When my friend first got Space Invaders for the 2600, I nearly wet myself. There were more than 200 variations of the same game on one little cartridge...it still boggles the mind. Then, along with a million other people, I experienced true fear with Sinistar in the arcade (I can still hear that voice in my head). Next there's Castle Wolfenstein on the Apple II—one of my all-time favorite games ever...who can forget being hunted down by the SS while backtracking over the bodies of the Nazis you've wasted! More recent revelations include seeing Virtua Fighter for the first time. It might look like crap now, but in 1994, it blew my mind.

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Available Colors

- Anthracite
- Blue
- Clear
- Ocean Blue
- Platinum Silver
- Stone Blue

NeoGeo Pocket Color

NeoGeo Pocket Color's 16 bit CPU provides unbelievable graphics and superior game play. Loads of awesome games to challenge and entertain everyone of all ages. Pack your Pocket for infinite fun to take anywhere. Get Pocket Power!

Available Colors

- Frozen Mint
- Sherbert Melon
- Skeleton Black
- Skeleton Green
- Soda Blue

\$49.99



WonderSwan System

SquareSoft, Namco, Capcom, Bandai. They're all here. You know if the boy boys have singled out that this baby rocks. Ghosts and Ghouls, Evangelion, Beatrix, Xenosaga, Koroa, just to name a few... WEEEEE!

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Batteries	\$23.99	NHL: 2000	\$24.99
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Computer Contest. Win a blazing fast computer with 500 MHz MMX Pentium III, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast! Game Boy Pocket and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 50% will have the highest score possible score to Phase II, 45% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLAST.....A WRECK.....D
 BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V
 STOMP.....T STAND.....R PRESS.....E DREAM.....O
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

WORD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE!

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- (\$3.00) Media Rig Contest
- (\$3.00) Computer Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

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 Entry one entry per person. You must be under 20 years old to win. Employees of Puzzle Me and its affiliates are ineligible.
 Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Winners
 determined by late due 2000/04/30. See special winners list and Official Rules by writing: Puzzle Me Rules, 1311 SW Park
 Ave. #205, Portland, OR 97207. Mystery Word Contest is provided as a benefit to our exclusive computer user. Along with
 this magazine, have no affiliation with this contest. © 1998 Puzzle Me, Inc.

CLIP AND MAIL

Available retail values of the prize packages are follows: Media Rig Contest package \$7,017.00 core components shown, bonus options \$3,448.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$1,000.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.



NEXT MONTH

February 2000 On sale Jan. 11

**ELECTRONIC
GAMING
MONTHLY**

Let's Go...CRAZY TAXI!

We bring you all the details on the most eagerly awaited Dreamcast game for early next year: Crazy Taxi. Don't miss the mini-games, the extra stuff, plus interviews with the man behind the game, Kenji Kanno.



Gain big air to go with your big tears while racing through the city.

- More PlayStation2, X-Box and Nintendo Dolphin details
- Reviews: *Tomb Raider: The Last Revelation*. We bring you the definitive opinions. Is it Lara's greatest mission? Or just another rehash of the same old crap?
- *Donkey Kong 64*: Is it Rare's finest hour? Or could you spend \$70 more wisely?
- Millions of Tricks for all the big holiday games

Official
PlayStation
Magazine

January 2K

On sale Dec. 14

Gran Turismo 2

Check out OPM's annual Buyer's Guide for all their top picks in every category. Also, prepare for the next millennium with all the latest PS2 news and the hottest reviews and previews—including thoughts on *Gran Turismo 2*. Plus, a monstrous Resident Evil 3 strategy guide and the latest tricks and codes. And don't forget the Demo Disc, with hot games like *Dino Crisis* and *WCW Mayhem*!



Demo Disc

Playable:

- *Dino Crisis*
- *WCW Mayhem*
- *NHL FaceOff 2000*
- *NBA Basketball 2000*
- *Army Men: Air Attack*
- *Tarzan*

Non Playables:

- *Tomb Raider: The Last Revelation*
- *International Track & Field 2000*

EXPERT GAMER

January 2K

On sale Dec. 21

Donkey Kong 64

Here's your New Year's resolution: Buy the next issue of Expert Gamer. Why? Only because they'll have the most comprehensive strategy on one of the biggest games of the year—*Donkey Kong 64*. Also, look for a full walk-through of *Vandal-Hearts II*, the latest big RPG for the PlayStation, as well as a huge walk-through for EA's GoldenEye-esque shooter, *Medal of Honor*. Finally, racing fans rev it up with first coverage of *Gran Turismo 2* (PS) and *Sega Rally 2* (DC).

- *Donkey Kong 64 Blowout*
- *Vandal-Hearts II Walk-through*
- *Sega Rally 2, Gran Turismo 2*
- *Medal of Honor*



*All editorial content is subject to change



When they come to take your computer away, to stop you from hacking all the secret codes and strategies that run the gaming world, make sure you carry on like a crazed-blood-thirsty-maniac so that maybe you have a chance to disappear into China or something before they find out the computer didn't have a damn thing to do with it.

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Eventually they will come. But remember this: they're run by bureaucracy and red tape which causes them to exhibit a tremendous amount of stupidity and tunnel vision when they arrive. They'll never suspect that a simple modem and keyboard that plug into your Nintendo® 64 game system could allow you to go online, hack into all the codes and strategies that run the gaming world and e-mail them to your friends. Of course, there's one other small thing to remember. They've got nothing better to do than hunt you down for the rest of your life.



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